

Textbook of Draughts

By

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Preface

Germany became a major force in Chess through outstanding play and analysis, but fell behind in Draughts. The game is well known and widely played, but it is not played very well, because the rules and fundamental principles have not been presented clearly.

In this book I have described the most popular variation of the game as it is played in Germany, which is identical to the Franco-Polish version, but with small variations.

The section on the rules of the game is followed by 205 problems that illustrate the principles of skillful play.

These problems are mostly by the French composers Alix, Balédent, Blonde, Commard, Leon Damier, Dufour la Fontaine, Abbé Durand, Everat, Florin, Gregoire, Huguenin, Joliet, Manoury, Livre de Metz, Mercier, Minet, Mostolat, Alfred Regnier, Patot Vence, and the Dutch Van Emden and Stams, and adapted by me for the 64-square board.

In the aforementioned countries the game is played on a 100-square board with 20 pieces to a side. Many of the ideas translate to the smaller board, but certainly not all.

I am not aware of any exhaustive research on Draughts openings in Germany; for that reason, I have felt obligated to provide several examples and complete games.

If any readers of this book find errors, misprints, and so forth, please write to me at the publisher's address. If this little book meets with approval, I will follow it with another dealing with older, deeper, and more difficult discussions of technique in the game.¹

Berlin, 15 December, 1884

Jean Dufresne

¹ *Der Freund des Damespiels*, A. Hartleben's Verlag (Vien, Pest, Leipzig)

First Section

I

Description of the Pieces Configuration of the Board

Like Chess, Draughts has its origin in the East. Pierre Mallet, the early author of the excellent work "*Le jeu de dames, avec toutes les maximes et règles, tant générales que particulières qu'il fant observer en icelui, et la methode d'y bien jouer*,"² published in France in 1668, stated that Draughts at that time had been well known for over one hundred years, and was widely played both in France and in other countries, and was very popular in the best circles of society. It is also mentioned in one of the old Spanish romances, *Don Quixote*. It goes:

*"Jugando esta a las tablas don Giaferos,
Que ya de Melisandra est a olvidado."*

(Don Gaiferos plays Draughts and Melisandra is forgotten)³

It is sometimes claimed that Draughts is a descendent of Chess. There is no historical evidence for this idea, and furthermore it is more likely that the more complex game evolved from the simpler one, rather than the reverse. Between the two games there exists a fundamental difference in the rules governing captures that can hardly be ignored. In my opinion neither Chess nor Draughts is a better game; I regard them as two distinct faces of the inscrutable.

There are several different ways of playing the game, of which two have been highly developed in terms of the amount of valuable literature. The first variation is the older one, not widely played in Germany and France, but dominant in England and America.

² The Game of Draughts, with all the necessary principles and rules, general as well as specific, and the techniques of correct play

³ Actually, Don Gaiferos plays *tables*, which would probably be backgammon.

The second, the game described in this book, is more recent, and has taken root in Holland, France, and nearly everywhere in Germany.

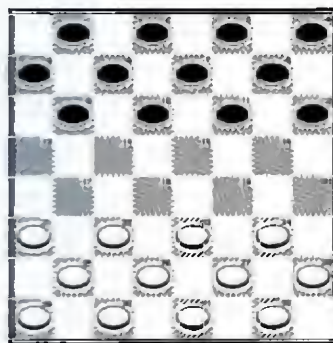
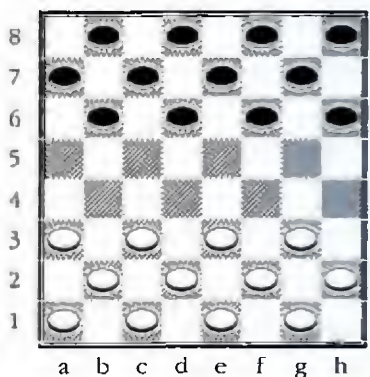
This second variation is a modification of the older one, attributed in French accounts to a Polish gentleman who found himself in Paris in 1727 and created the new rules; the game spread quickly throughout France. It is however quite possible that this fellow made only some small modifications to a game already known in Germany, and brought it to France.

The rules of this variation, the subject of the book before you, are followed for the most part in Holland, France, and Germany, but in several cases they vary from one another.

Draughts, as presented there, is played, like Chess, on a 64-square board, between two players. The squares of the board are colored alternately white and black (light and dark).

Each of the two players has a set of 12 men at his disposal, distinguished by color — generally black and white. In Germany one usually sets the board so that the lower left square is black.

At the beginning of the game the pieces are arranged as follows:



In Germany the pieces are placed on the dark squares, while in France and Holland it is customary to play on the light squares.

In the examples that follow I will make use of the notation shown above, which is the same that is used in Chess, and is preferred by the majority of players.⁴

II

The Game. The Play.

A complete session of play conducted by two opponents is called a game. The method of play is as follows. One player begins — opens — the game, by moving a piece, that is, removing it from one square and placing it on another. This transfer of a piece is called a move. The opponent answers with a move; after that the players alternate moves until the conclusion of the game.

The winner is the player whose captures or immobilizes all of the opponent's pieces.

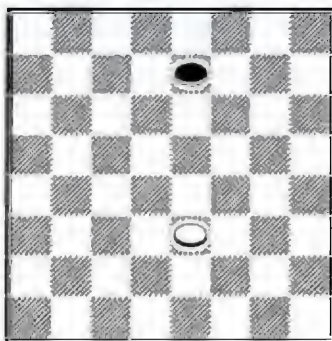
The first move should be determined by lot.

III

Movement of the Pieces.

Moves.

The pieces move in a diagonal direction forward, one square at a time, either to the right or left. The piece on 23 in the following diagram



⁴ I converted Dufresne's algebraic notation to numeric in this translation.

may advance to either 18 or 19, and the piece on 7 to 10 or 11.

However, 23 may not move to 26 or 27; likewise 7 may not move to 2 or 3.

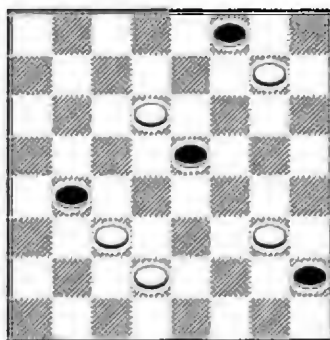
Observe that the pieces start on the dark squares and move only on those squares.

III Movement of the Pieces. Captures.

In Draughts the capturing piece jumps over the captured one, which is then removed from the board. While a piece may only move forwards, both forward and backward captures are permitted.

When an opponent's piece stands diagonally adjacent, in front or behind one's own piece, and the square diagonally beyond the enemy piece is unoccupied, the enemy piece must be taken.

In the following diagram, for example



In the same way as white, if black is to move, he can either capture forward from 3 to 12, or backwards from 28 to 19, or from 15 to 6.

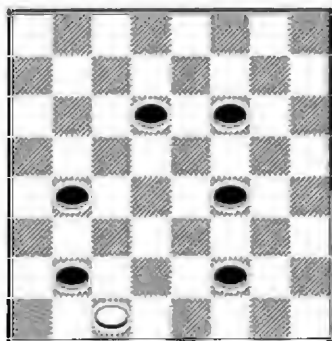
Under no circumstances may the black piece on 17 capture the piece on 22, because square 26 is occupied.

When it is a player's turn to move and one of his pieces able to capture, he may not make any other move unless it is a capture.

If he fails to do this, he is penalized in a manner described later.

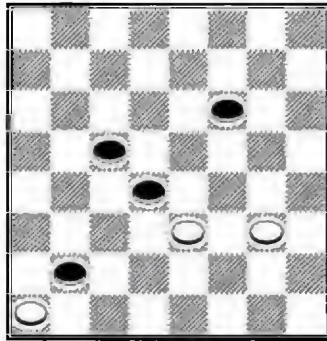
These examples illustrate the difference between Draughts and Chess; in Chess one may choose to capture or not, whereas in Draughts, capturing is mandatory.

When a piece captures an enemy piece and lands on a square diagonally adjacent to another enemy piece and the square diagonally beyond is empty, the capturing piece must continue in the same way, as long as it is possible to do so. In this case for example, white to move



the piece on 30 must capture the pieces on 25, 17, 10, 11, 19, and 27 and finish on square 32. This complete sequence of captures constitutes one move.

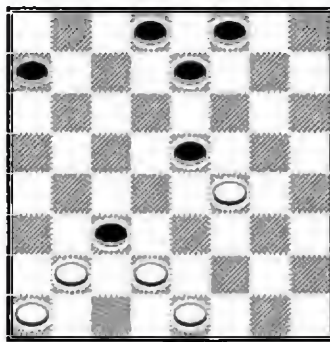
In the following position



if it is white's move, he must take 25, 18 and 11, the piece on 29 ending up on 8, and the captured pieces removed. If black is to move, 18 captures 23 and 24. The piece on 18 ends up on 20.

When a player has more than one way to capture, he may select whichever seems most advantageous.

In this position



white can choose among three different captures. The piece on 26 may take 22, 19 may take 15, and 25 may take 22 and 15.

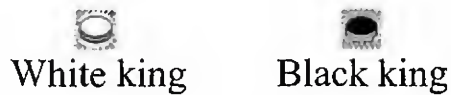
White's best capture is 19 to 10.

The German rules differs essentially from the French and Dutch, where the player who has several ways to capture must choose the one that takes the greatest number of enemy pieces.

In the foregoing example, under the French rule, the piece on 25 must take 22 and 15, after which black will win.

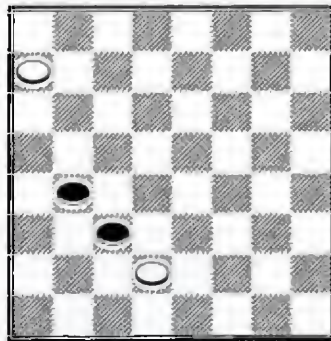
V. Promotion of Piece to King

When a piece by a normal or capturing move advances to the first row of the enemy side of the board (for white, 1, 2, 3, 4; for black 29, 30, 31, 32), if it comes to rest on that square, it becomes a king, a piece which has other, stronger powers of movement than an ordinary piece. The usual means of distinguishing a king from a piece is by putting one single piece on top of another. In this book the king is represented thus:



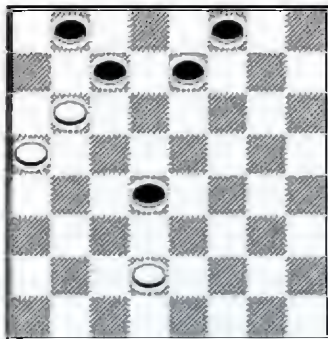
In the process of promotion it is important to observe that when the piece reaches the far rank by capture and the piece can continue to capture, it is not promoted to a king.

In this position



the piece on 5 can advance to 1. At that point the piece is crowned and assumes the powers of a king with the next move. Black, with the move, takes 22 to 31 and is crowned.

White to play



moves 9 to 11, capturing 6 and 7, but does not become a king, instead remaining a piece, because it did not come to rest on 2, having been forced to make an additional capture.

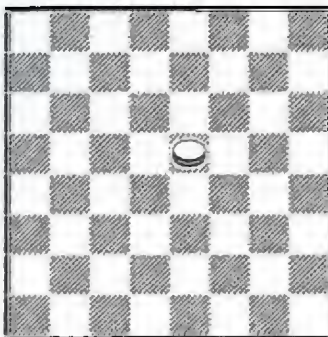
VI.

The King.

Rules for Moves and Captures.

The king moves and captures forwards and backwards, but not one square at a time like an ordinary piece. It moves like the bishop in Chess, along the whole diagonal on which it rests.

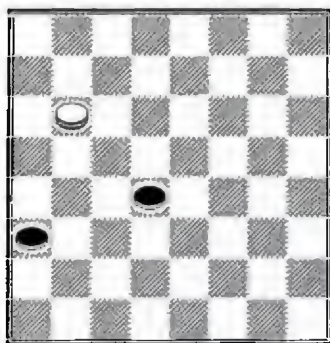
The king on 15



provided the squares on the diagonals are vacant, can move to 18, 22, 25, 29; 19, 24, 28; 11, 8, 4; 10, 6, 1.

A piece in one's own army presents an obstacle to a king. It can only advance up to such a piece, not beyond. When it finds an enemy piece in the way, it captures when there is an empty square beyond, and it is not compelled to stop on the square immediately beyond, but may advance as many empty squares as desired.

In this position

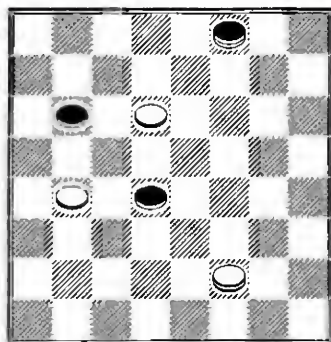


white to move must capture the piece on 18 and may stop on 23, 27, or 32. The king is subject to the same constraints as a single piece. If it can capture, it must.

When the king captures an enemy man, whether king or single piece, and another piece lies beyond it along the same diagonal, it must continue to capture.

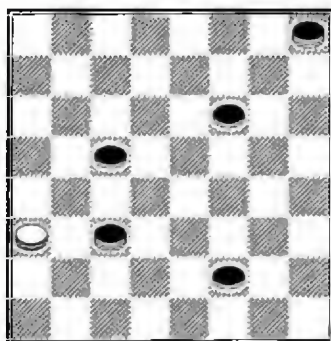
When the diagonal on which the king has captured is intersected by another diagonal, and an enemy piece lies on this new diagonal, and the square immediately beyond is empty, and the path of the king is unobstructed, the king must continue to capture.

In this position



the white king on 27 takes the enemy pieces on 18 and 9 and stops on 5. In the same way, with black to move, the king on 3 takes the pieces on 10 and 17 and stops on 21.

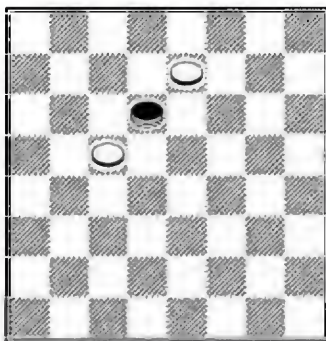
In this position



the white king on 21 takes the piece on 14 and must continue, meeting the diagonal 2-20; the piece on 11 stands on this diagonal, so it must also capture that one, and then the piece on 27 and the king on 22. After that it may land on 17 or 13.

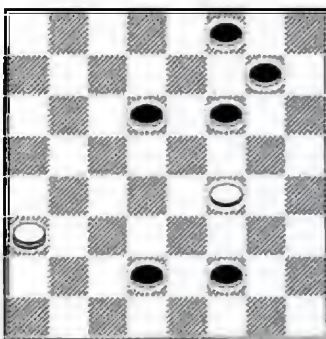
When the king has already captured a piece, it must not cross the square on which that piece stood a second time.

Here



the black king may take either the piece on 7 or 14, but not both. If it takes and lands on 3 it may not double back and cross the 7 square again.

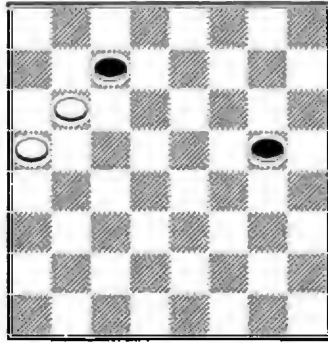
In the following position



the king must capture 10, 11, 27, and 26 and may come to rest on 22, 17, or 13, but may not, after capturing the piece on 26, capture the piece on 8, since that would mean passing over the square 11 again.

The rule that a player having a choice among captures may capture either way, rather than being forced to take the greatest number of pieces (as is the case in the French rule), extends to the king as well.

When the piece being promoted, either by moving or capturing, reaches the king row, as already mentioned, it assumes the powers of the king on the next move.



When white to move captures the piece on 6 and lands on 2, the piece becomes a king, but white may not, on the same move, use the new king to capture the piece on 16. Only on the next move is the piece permitted to move as a king.

VII. Rules of Play.

1. The rule stating that a touched piece must be moved, unless the player has previously announced his intention to adjust it, is also observed in Draughts.
2. When a player touches a piece that he cannot move, or else by mistake moves his opponent's piece, there is no penalty. If however he moves a piece which can legally move or capture, but moves it to a square that cannot be reached under the rules, the opponent can require that the mistake be corrected, or that the move stand as played.
3. When it is a player's turn to move and a piece, whether single man or king, can capture, it is required to do so. If he makes a non-capturing move, his opponent can demand that the piece that should have made the capture be "huffed" (*blasen*)⁵, as they say in Draughts. This penalty is imposed by removing the piece that should have captured.

⁵ Blow, as in a musical instrument.

4. This penalty does not count as a move by the opponent. Additionally, when a player can capture, does so, but does not remove all the captured pieces, his opponent may remove those pieces from the board before making his move.
5. A player who has the right to huff is not required to do so. He may require that the opponent play a legal move.
6. In the endgame when one player has three kings and the other has only one, and that stands on the diagonal 29 – 4, the game is theoretically drawn. It is understood however that the player with one king can only request a draw if the opponent is not in a position to capture the lone king in the next moves.⁶

VIII. Notation.

When a piece moves or captures, the move is indicated by giving the starting and ending squares, separated by a dash, thus for example 21 – 17, where the piece on 21 is moved to 17.

When a piece captures another piece, we append a cross or plus sign to the move. So 18 – 11+ means that the piece on 18 captures a piece on 15, landing on 11. In the case where more than one piece is captured, the number captured is indicated by the number of crosses after the move. So 17 – 12+++ means that the piece on 17 takes three pieces before reaching 12.

When a piece reaches the last row by move or capture and is crowned, we append a D to the move. So 5 – 1 D means that the piece on 5 moves to 1 and becomes a king.⁷

⁶ Excluding situations such as white king on 4, black kings on 12, 23, and 32 with black to move.

⁷ I omitted the + and D symbols in the rest of the book. They are obsolete.

IX. Critical Concepts.

*The move*⁸. A player, whom we will call A, has *the move* when his pieces stand in such a way that he can expect to move without disadvantage, while player B cannot do so without eventually losing a piece. The move wins for a player when it is his move and the pieces are in a such a position.

In the opening and middle game it is very difficult if not impossible to determine whether a player has the move or not.

In the endgame that calculation can be made much more easily, and it can be known for certain which player has the move.

When a small number of pieces are present on both sides, the *opposition* can be calculated by pairing them against one another.

A piece is in opposition with another when it can prevent its advance.

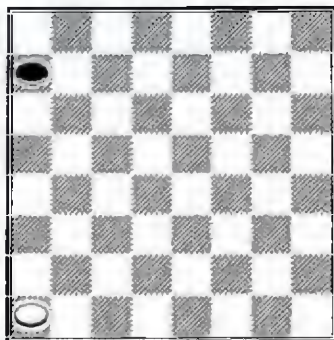
In an endgame, where each side has only one piece, the player with the opposition has the move.

There are several ways of calculating the opposition.

It frequently occurs that neither side has the opposition, and the opposing pieces can avoid each other and advance to their respective king rows.

If two pieces are on the same perpendicular file, the player to move does not have the move, but rather his opponent.

For example



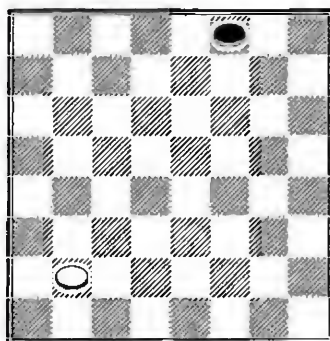
⁸ Dufresne uses the term *tempo*.

white to move, but black has the move on him:

29 – 25	5 – 9
25 – 21 or 22	9 – 13 or 14 and wins

If the pieces are not on the same file or vertical row, then the following process will determine who has the opposition. Count the number of empty squares in the path from one piece to the other. When the number is odd, the player to move has the opposition; when it is even, his opponent.

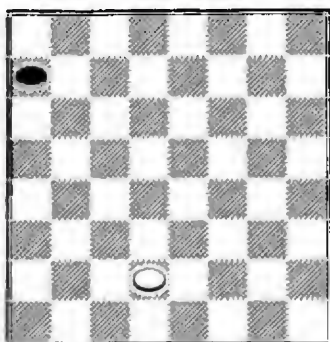
Here, for example



white to move, black wins. White must cross four squares to arrive at 11, an even number (count the squares that lie on the shortest route but leave out 7 and 8), therefore black has the opposition.

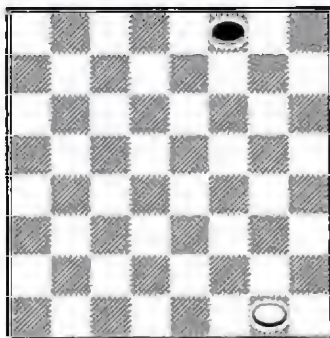
25 – 22	3 – 7
22 – 17	7 – 10
17 – 13	10 – 14 and wins

In the following situation, white to move wins because the number of squares between 26 and 5 is odd (23, 18, 14)



26 – 23	5 – 9
23 – 18	9 – 13
18 – 14 and wins ⁹	

Here again white to move and win



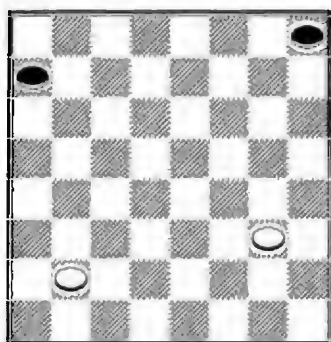
The square-count (27, 24, 20, 16, 11) is 5, an odd number.

32 – 27	3 – 7 A
27 – 23	
	A
...	3 – 8
27 – 24	any
24 – 19 wins	

⁹ This diagram is omitted in the original text.

Of course, if you do not have the opposition, you may not be forced to play in such a way that your pieces become blocked, but should try to avoid that situation. However, this often fails, as the previous examples show.

If there are two pieces remaining on either side, and they are in mutual opposition, then the win can be calculated as in the case of one piece on a side. The side to move loses on the move or under the best circumstances only draws, as in the following position:



After

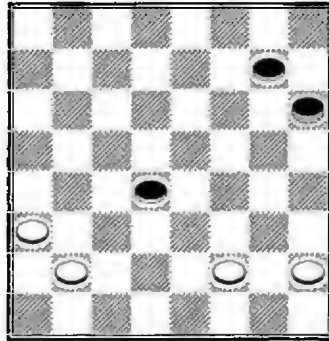
25 – 22	5 – 9
22 – 17	4 – 8
24 – 19 (best)	8 – 11 (likewise)
17 – 14	9 – 18
19 – 15 and the game is drawn	

Meaning, that white, with two pairs of pieces present, loses the move and cannot win.

Success in Draughts depends mostly on the ability to gain and hold the move. One should play in such a way that a smaller number of one's own pieces holds a larger number of the opponent's. The *exchange* is an excellent means of doing this.

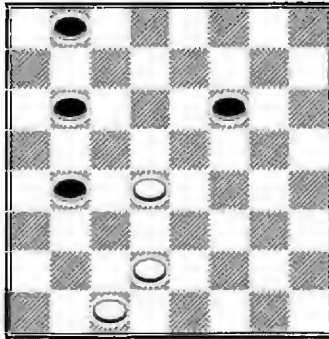
An exchange should not be made without reason, but only when it results in an improvement of one's position.

In this next position for example, a decisive move is won through an exchange.



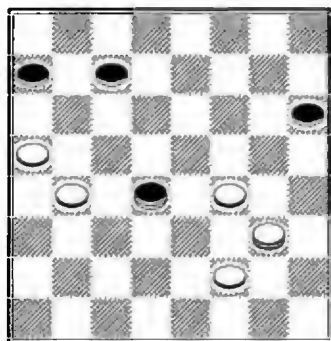
25 – 22	18 – 25
21 – 30	12 – 16 or 19, or 8 – 11
27 – 23	16 (or 19 or 12) – 26
30 – 23 wins	

The *sacrifice*, or giving up one or more pieces, followed by an exchange, often gains a critical move, for example in the following case



18 – 15	11 – 18
26 – 22	18 – 25 or 18 – 26
30 – 5	1 – 6
5 – 1	6 – 9
1 – 10 wins	

The *quiet move*. One may often make a move which the opponent cannot answer immediately, because he must make a capture first. This strategy, which frequently leads to a winning position, is called a quiet move. Either the opponent has made a miscalculation, or the player has forced it by means of a combination. In this situation

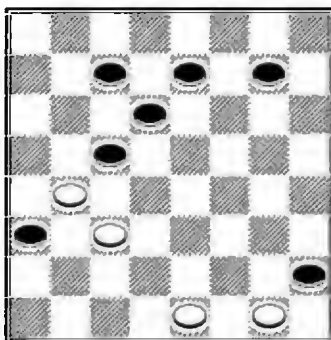


black has clearly made an error, in which his king on 18 must take the piece on 27.

White now wins by the quiet move 24 – 28.

24 – 28	18 – 32
17 – 14	32 – 9
28 – 32 wins	

In the next situation white also wins by a quiet move



22 – 18 14 – 23
31 – 27 21 – 14
27 – 4 taking five pieces and winning

The *in-between* move or *breeches*.¹⁰ When a piece moves between two hostile pieces in such a way that it can capture one forward and the other backward, it is called “breeches”. This is frequently a safe way to win a piece, but it may also give the opponent the opportunity to make a quiet move in the meantime. Make such a move only after careful analysis.

The *piece under attack* (en prise). One frequently occurring trap happens when a player leaves a piece in such a position that it can be attacked but defended with difficulty or not at all. This is done to tempt the opponent into attacking but permitting a quiet move to be made.

For all other critical tactics, see the examples that follow.

¹⁰ Literally *zwischenzug*, but not the same usage as in Chess. Here it literally means “moving in between”. The German term *Brille* which I translated as “breeches” actually means “eyeglasses”.

Second Section.

I

Summary of the Common Openings.

1

22 – 18	11 – 15
18 – 11	8 – 15
25 – 22	

2

22 – 18	10 – 14
25 – 22	11 – 16
29 – 25	

3

22 – 18	10 – 15
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4

22 – 18	10 – 14
25 – 22	11 – 16
24 – 20	

5

22 – 18	10 – 14
24 – 19	11 – 16
27 – 24	

6

22 – 18	11 – 16
18 – 14	

7

22 – 18	11 – 16
18 – 15	

or

22 – 18	11 – 16
25 – 22	16 – 20
18 – 15	

8

22 – 18	10 – 14
25 – 22	11 – 16
22 – 17	

or

22 – 18	10 – 14
25 – 22	11 – 16
24 – 19	8 – 11
22 – 17	

9

22 – 18	10 – 14
24 – 19	11 – 16
28 – 24	

10

22 – 18	9 – 13
25 – 22	5 – 9

11

22 – 18	10 – 14
24 – 20	

12

22 – 18	9 – 14
---------	--------

13

22 – 18	10 – 14
24 – 19	6 – 10

14

22 – 17

15

22 – 18	10 – 14
26 – 22	

or

22 – 18	10 – 14
24 – 19	11 – 16
26 – 22	

24 – 19

In addition to these there is a large number of irregular openings.

II

Practice Games.
First Game (Petroff)

White	Black
22 – 18	11 – 15
18 – 11	8 – 15
25 – 22	4 – 8
29 – 25	9 – 13
23 – 18	8 – 11
21 – 17	12 – 16
25 – 21	16 – 20
26 – 23	6 – 9
24 – 19	15 – 24
28 – 19	11 – 15

A pretty sacrifice combination, however its success is thwarted by the opponent's careful play.

18 – 11	7 – 16
19 – 12	3 – 8
12 – 3 ¹¹	1 – 6
3 – 14	9 – 25

Black has forced this position by playing 11 – 15. He threatens to crown with 25 – 29.

23 – 19 (A)

By which white saves an otherwise lost game. Look at the position on the next page.¹²

	13 – 22
21 – 17	22 – 13

¹¹ Under the Russian rules the king would capture on 14 immediately.

¹² In this position white actually wins with 30 – 26.

6 – 9 drawn

25 - 29

29-9

9-23

6-10

10-17

2-6

6-9 wins

White

Black

10-14

11-16

16-20

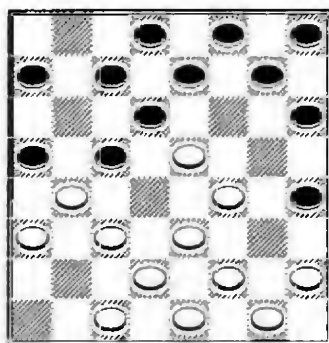
6-10

1-6

9-13

14-18

26



23 – 14	7 – 11
14 – 16	20 – 25
27 – 23 ¹³	13 – 22
26 – 17	25 – 29
23 – 18	29 – 24
28 – 19	8 – 11
31 – 26	4 – 8
26 – 23	3 – 7
30 – 26	7 – 10
32 – 27	11 – 15
19 – 16	12 – 19
23 – 16	5 – 9
27 – 23	9 – 14
17 – 13	2 – 7
16 – 12	8 – 11 and wins

A

27 – 24	20 – 27
31 – 24	1 – 6
24 – 20	8 – 11
19 – 16	12 – 19
23 – 16	14 – 23
26 – 19	9 – 13 with an equal game

¹³ White should be able to draw after 19 – 16, 13 – 22, 26 – 17, 12 – 19, 27 – 23, 19 – 26. Or 19 – 16, 12 – 19, 27 – 23, 13 – 22, 26 – 17.

Third Game.

G. Schneider of Vienna	Mr. S.
22 – 18	11 – 16
24 – 19	16 – 20
27 – 24	20 – 27
31 – 24	10 – 14
24 – 20	8 – 11 (A)
25 – 22	6 – 10
29 – 25	3 – 8
19 – 16	12 – 19
23 – 16	14 – 23
26 – 19	8 – 12
19 – 15	10 – 19
16 – 23	1 – 6
22 – 18	6 – 10
25 – 22	10 – 15
28 – 24	7 – 10
24 – 19	15 – 24
20 – 27	10 – 15
30 – 25	4 – 8
21 – 17	2 – 7
18 – 14	9 – 18
23 – 14	12 – 16
25 – 21	7 – 10
14 – 7	11 – 2
17 – 14	16 – 19
22 – 17	8 – 11
32 – 28	19 – 23
27 – 18	15 – 13
15 – 10	with a draw in view

A

	6 – 10
25 – 22	1 – 6
32 – 27	7 – 11

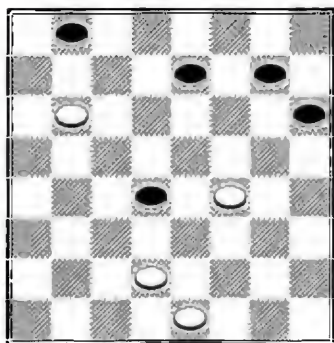
21 – 17

The reason for this sacrifice will become clear soon

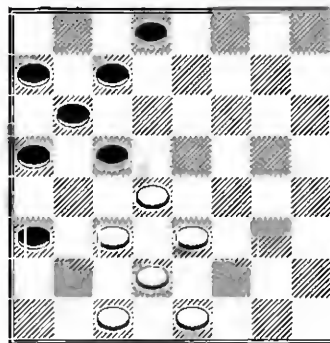
	14 – 21
19 – 16	12 – 19
23 – 14	3 – 7
29 – 25	9 – 13
27 – 24	8 – 11
26 – 23	6 – 10
14 – 9 (forced)	13 – 6
24 – 19	5 – 9
28 – 24	10 – 14
19 – 16	6 – 10
24 – 19	9 – 13
18 – 9	13 – 6
23 – 18	4 – 8
16 – 12	6 – 9
12 – 3	10 – 14
3 – 17	21 – 16

With an even game

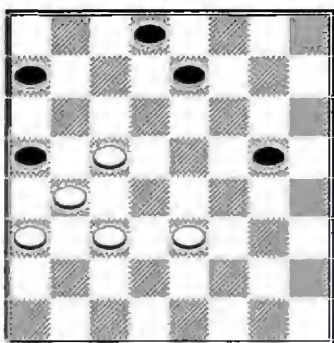
Third Section Endings and Problems



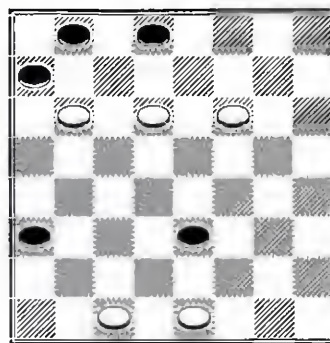
1. White to play and win



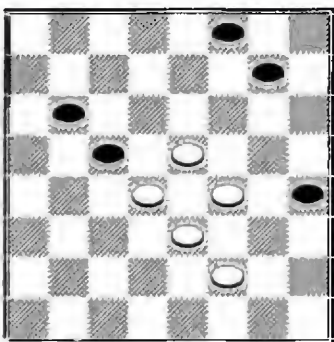
2. White to play and win



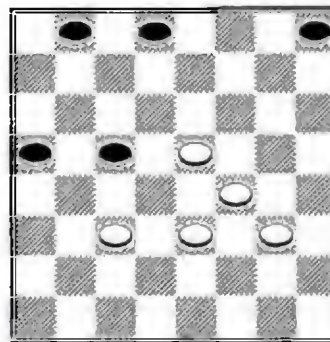
3. White to play and win



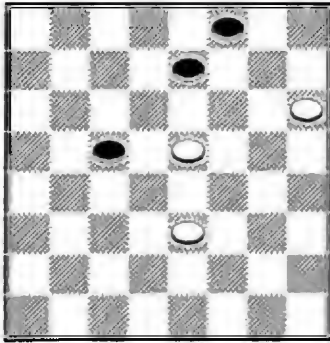
4. White to play and win



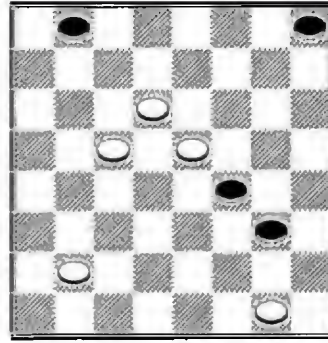
5. White to play and win



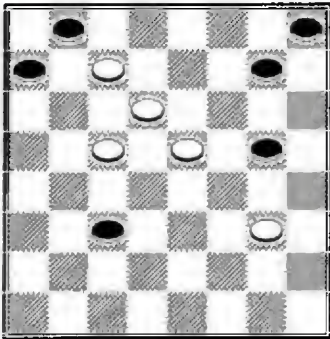
6. White to play and win



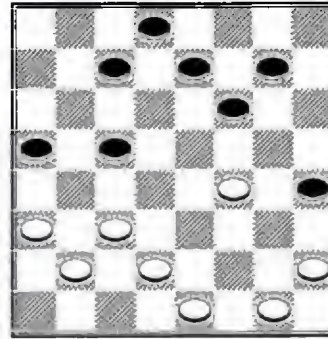
7. White to play and win



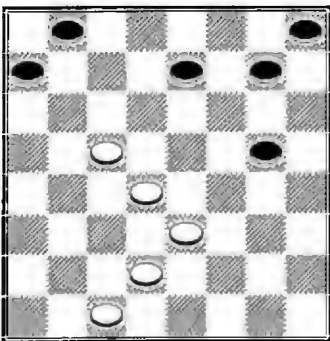
8. White to play and win



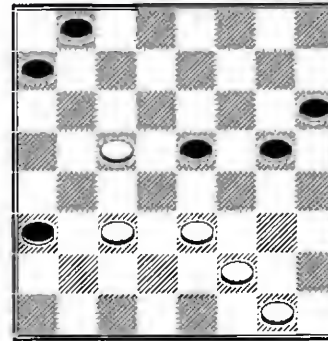
9. White to play and win



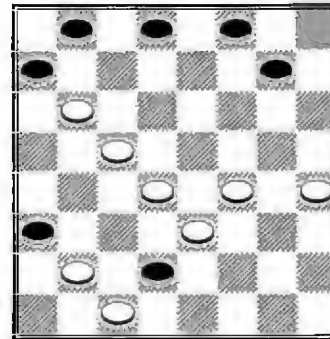
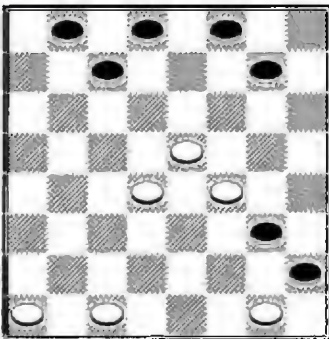
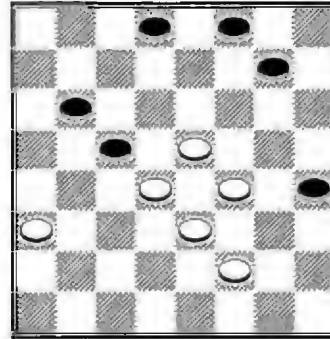
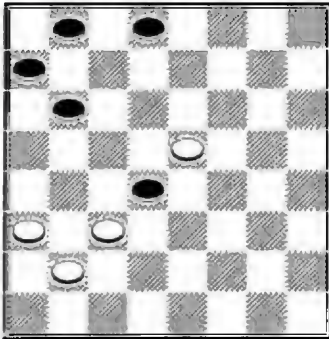
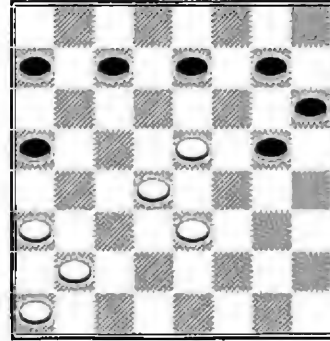
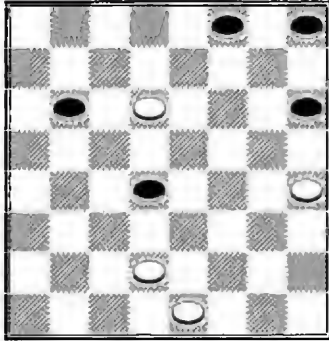
10. White to play and win

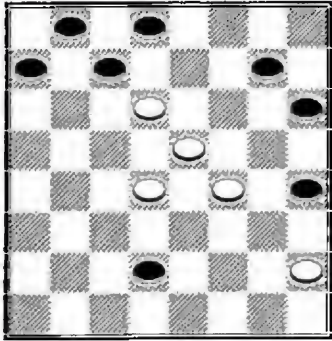


11. White to play and win

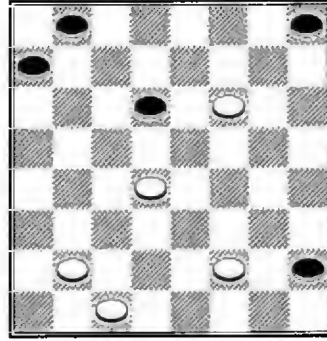


12. White to play and win

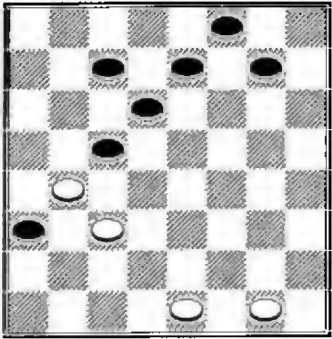




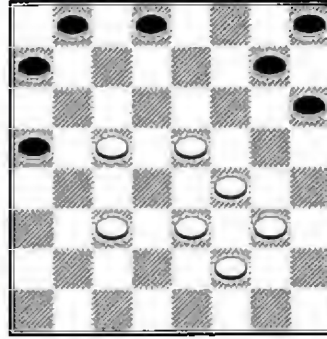
19. White to play and win



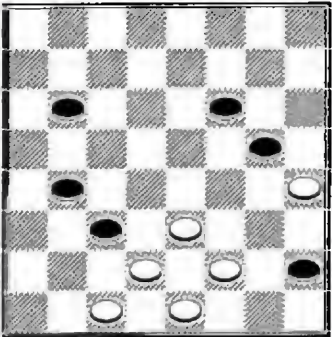
20. White to play and win



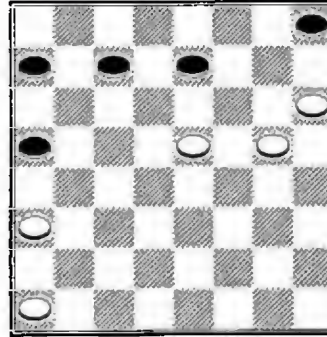
21. White to play and win



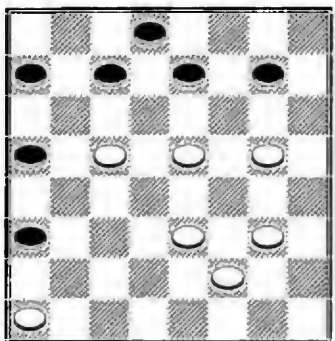
22. White to play and win



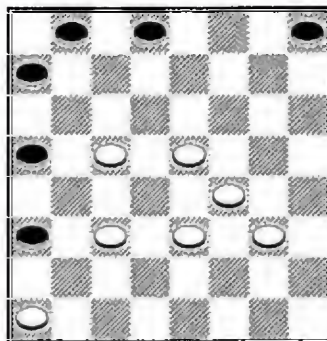
23. White to play and win



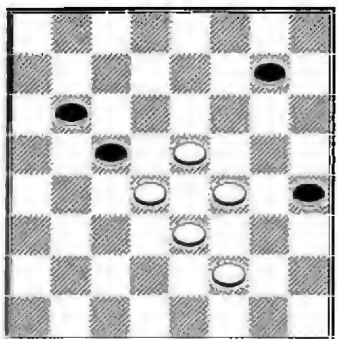
24. White to play and win



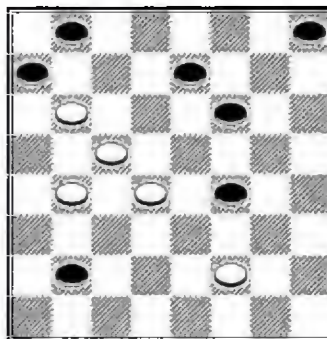
25. White to play and win



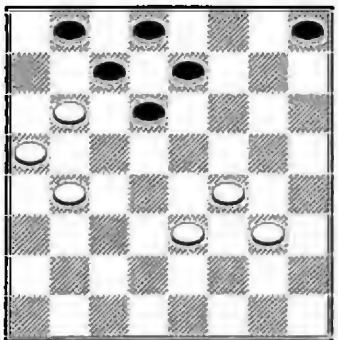
26. White to play and win



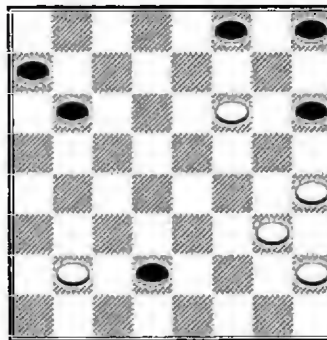
27. White to play and win



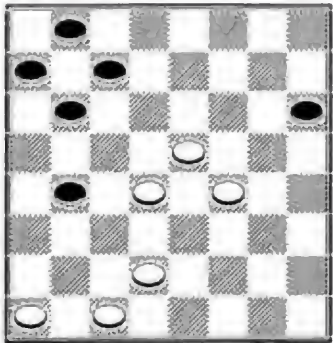
28. White to play and win



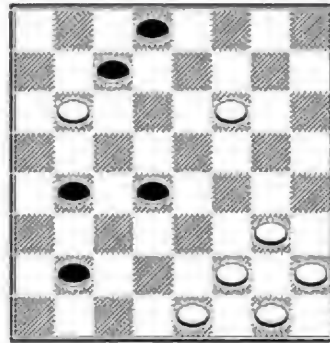
29. White to play and win



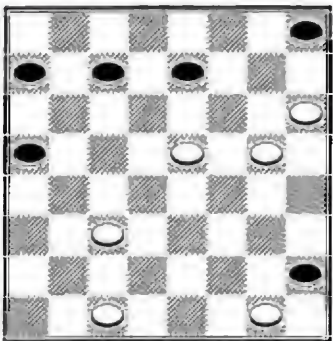
30. White to play and win



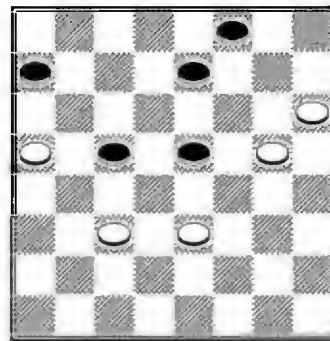
31. White to play and win



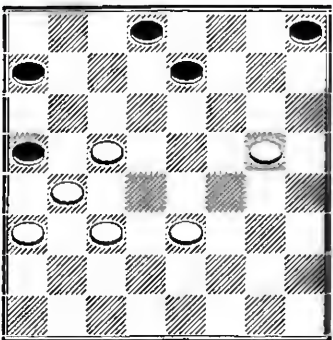
32. White to play and win



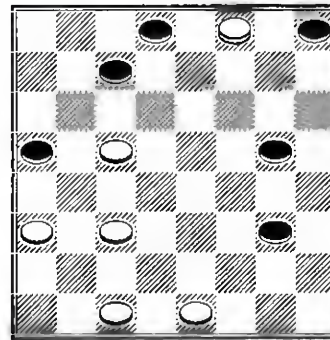
33. White to play and win



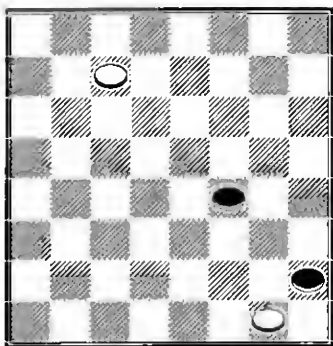
34. White to play and win



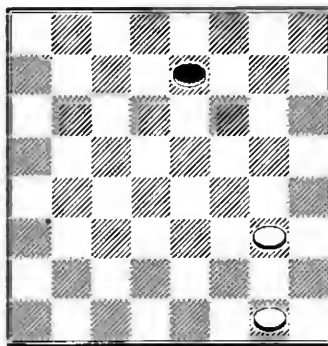
35. White to play and win



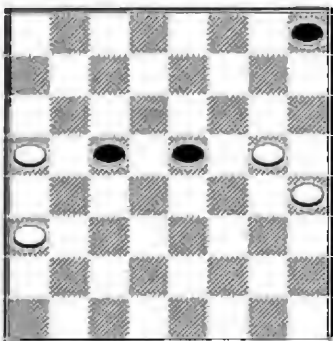
36. White to play and win



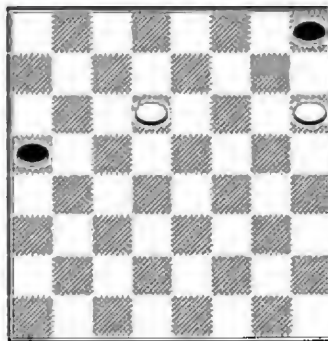
37. White to play and win



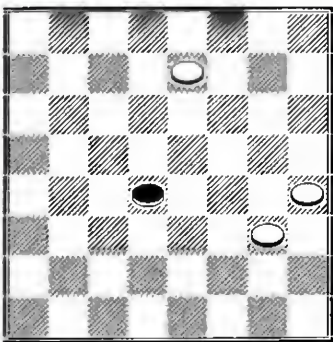
38. White to play and win



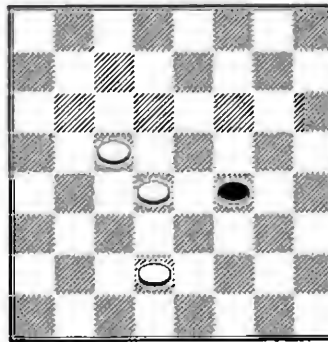
39. White to play and win



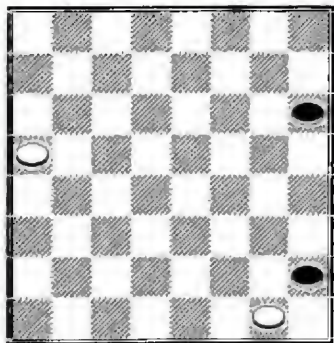
40. White to play and win



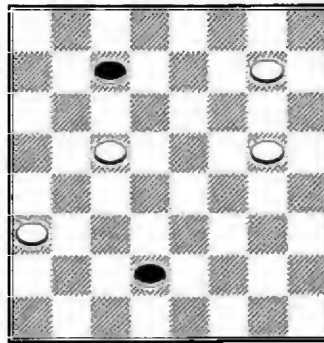
41. White to play and win



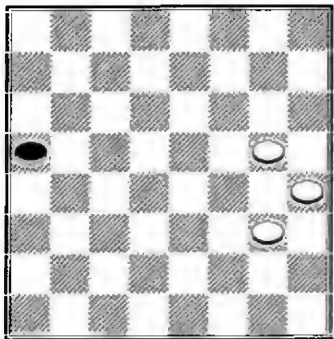
42. White to play and win



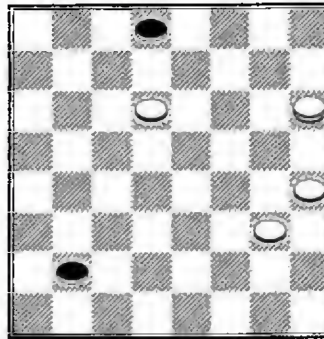
43. White to play and win



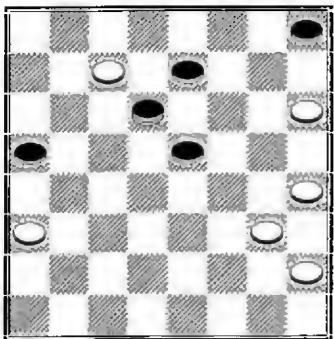
44. White to play and win



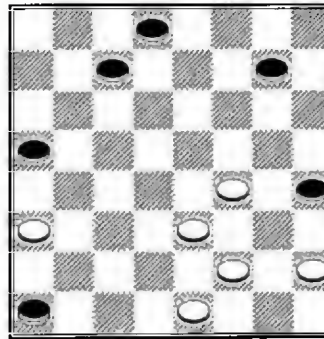
45. White to play and win



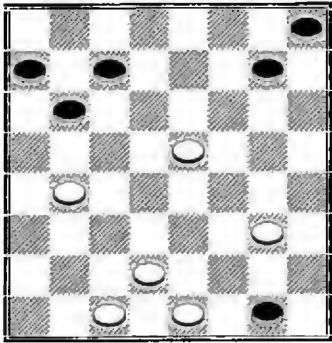
46. White to play and win



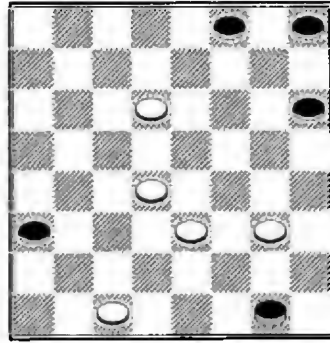
47. White to play and win



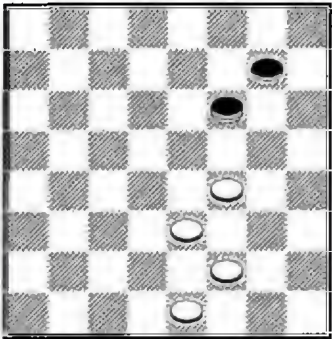
48. White to play and win



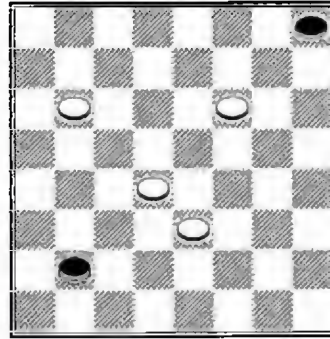
49. White to play and win



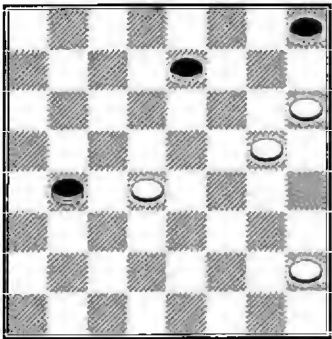
50. White to play and win



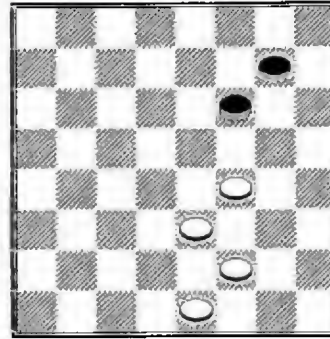
51. White to play and win



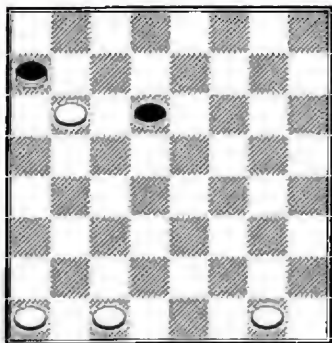
52. White to play and win



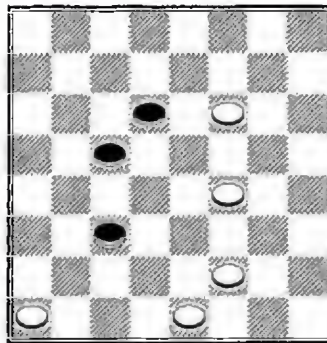
53. White to play and win



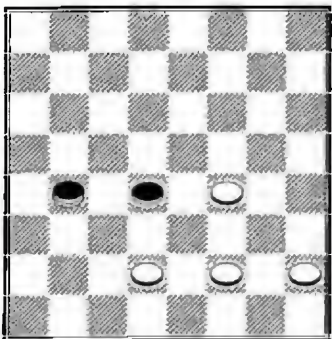
54. White to play and win



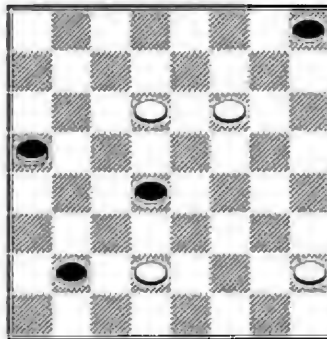
55. White to play and win



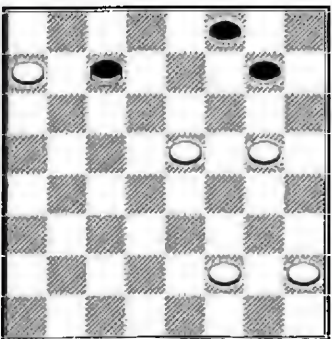
56. White to play and win



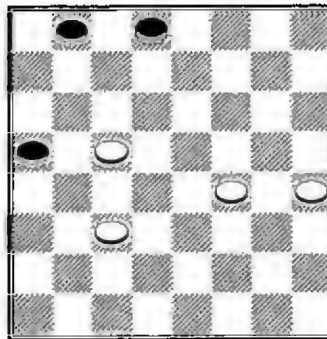
57. White to play and win



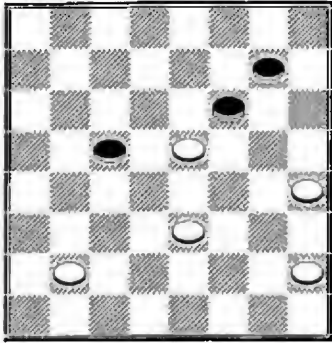
58. White to play and win



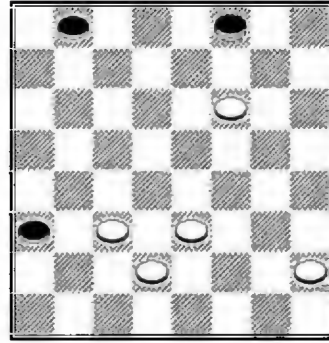
59. White to play and win



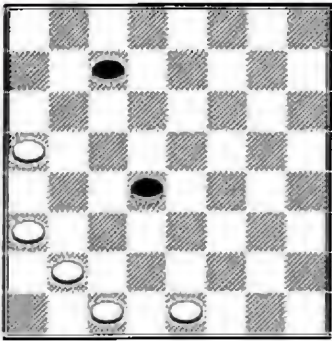
60. White to play and win



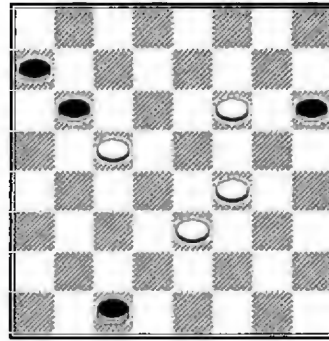
61. White to play and win



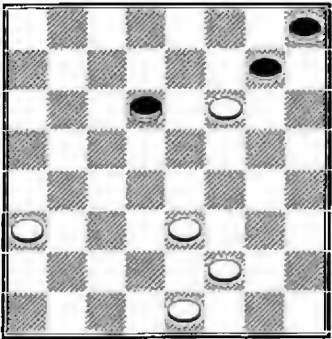
62. White to play and win



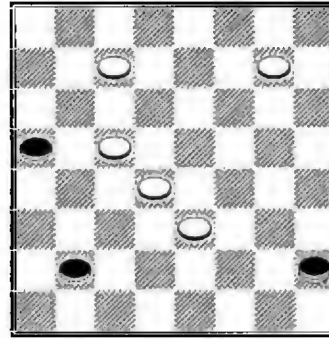
63. White to play and win



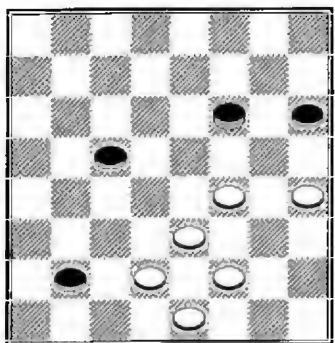
64. White to play and win



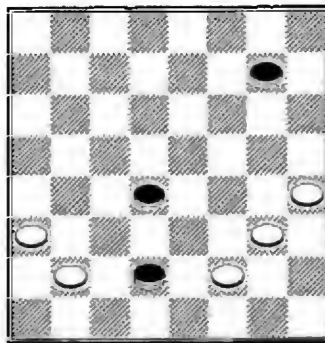
65. White to play and win



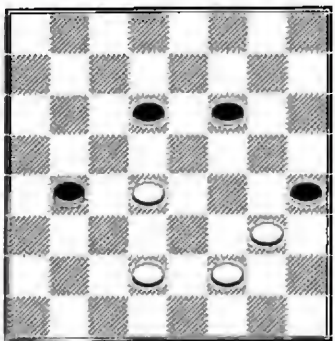
66. White to play and win



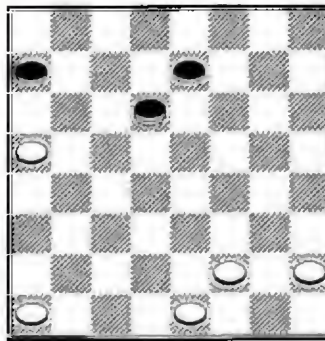
67. White to play and win



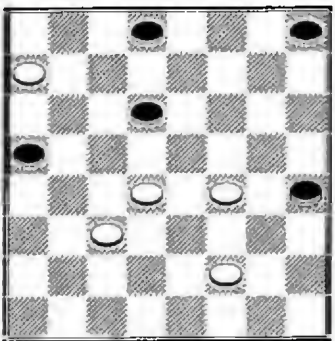
68. White to play and win



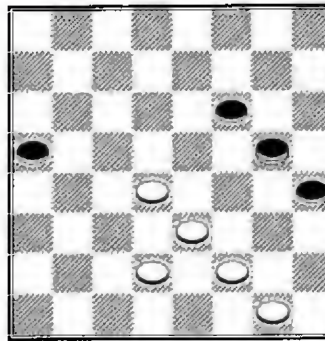
69. White to play and win



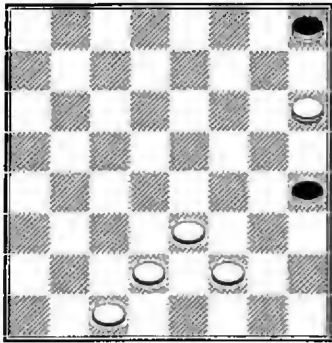
70. White to play and win



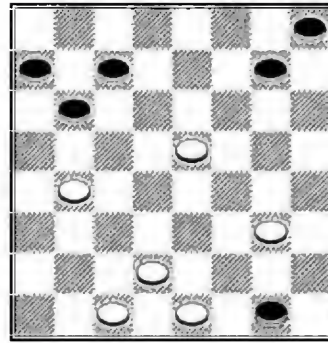
71. White to play and win



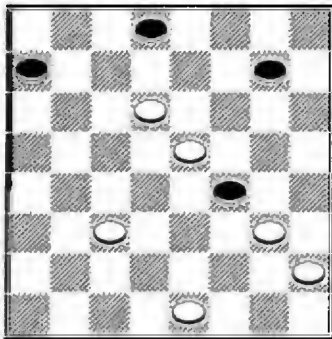
72. White to play and win



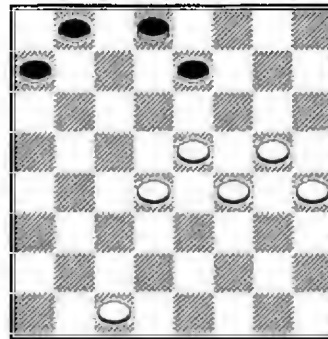
73. White to play and win



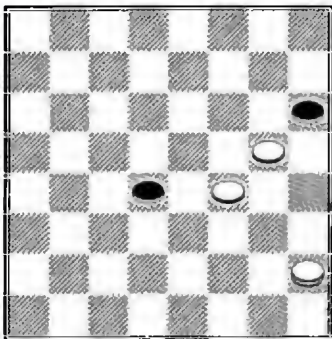
74. White to play and win



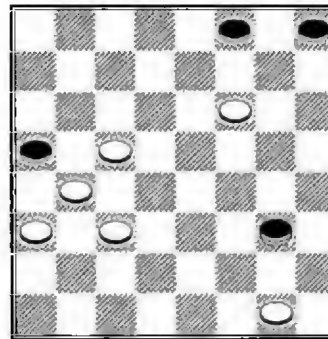
75. White to play and win



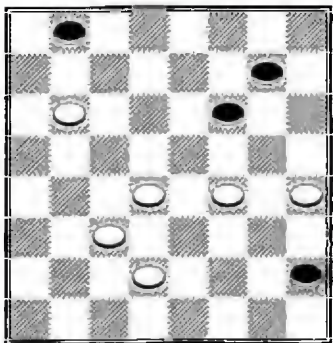
76. White to play and win



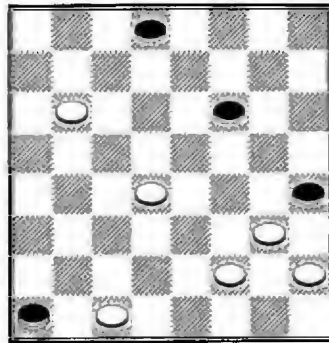
77. White to play and win



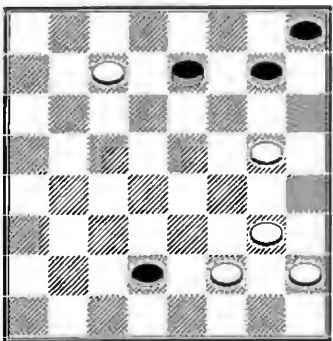
78. White to play and win



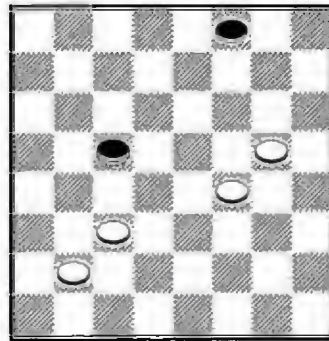
79. White to play and win



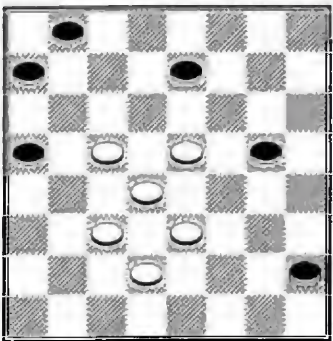
80. White to play and win



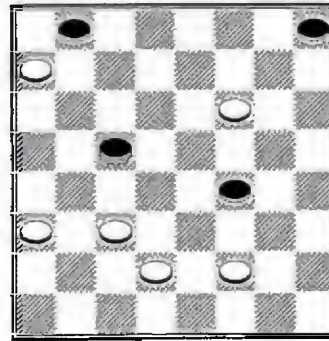
81. White to play and win



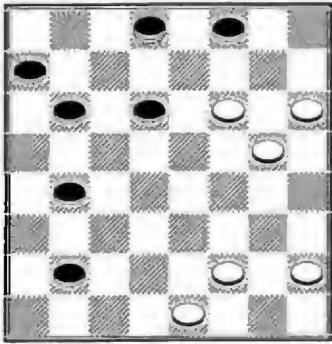
82. White to play and win



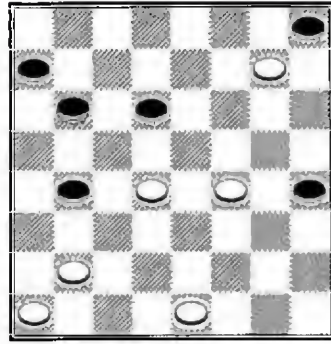
83. White to play and win



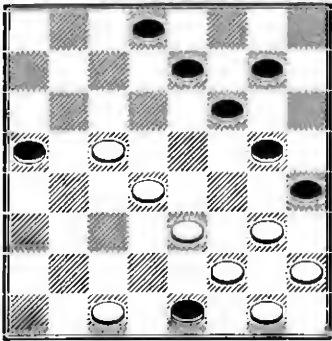
84. White to play and win



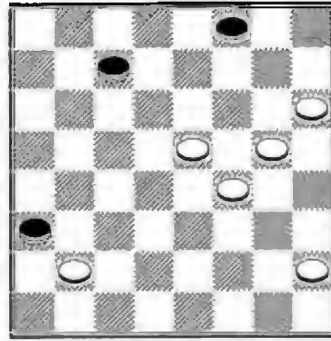
85. White to play and win



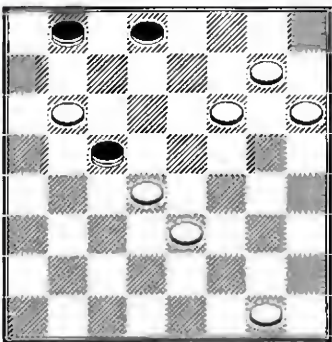
86. White to play and win



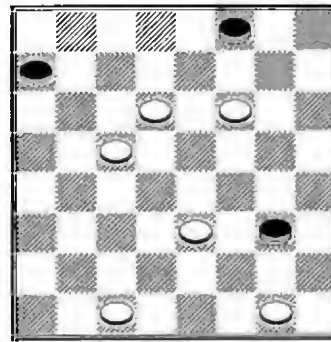
87. White to play and win



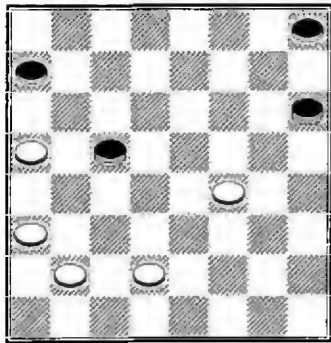
88. White to play and win



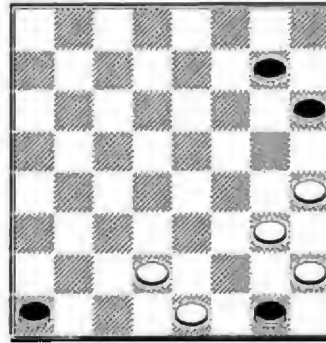
89. White to play and win



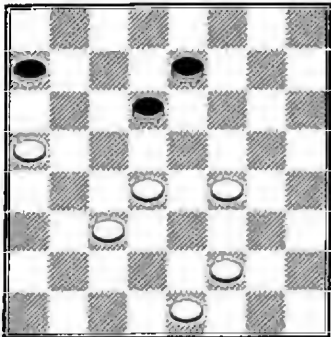
90. White to play and win



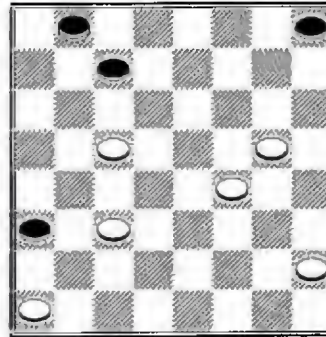
91. White to play and win



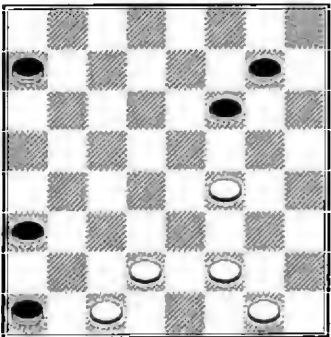
92. White to play and win



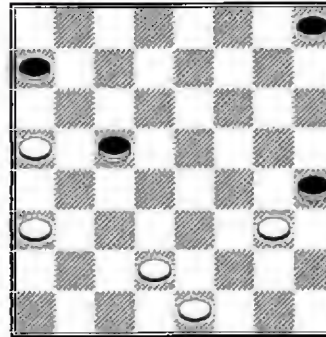
93. White to play and win



94. White to play and win ¹⁴

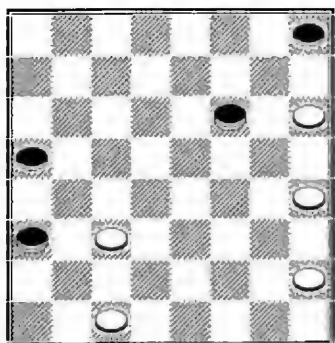


95. White to play and win

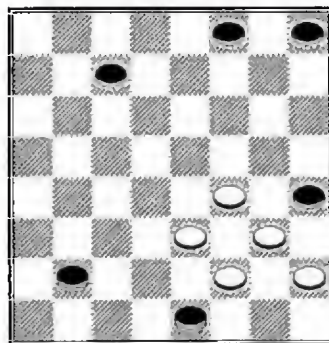


96. White to play and win

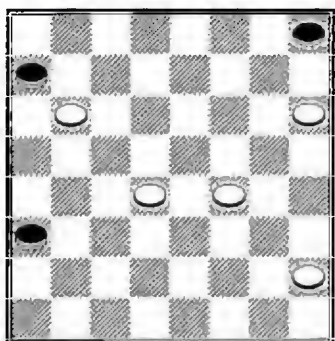
¹⁴ The original has a king on 21. This won't work since 29-25, 21-20 wins for black.



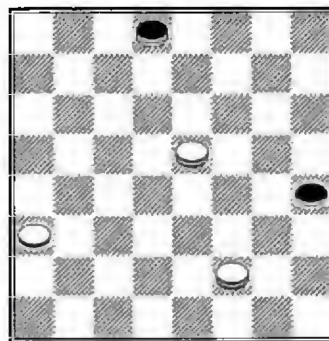
97. White to play and win



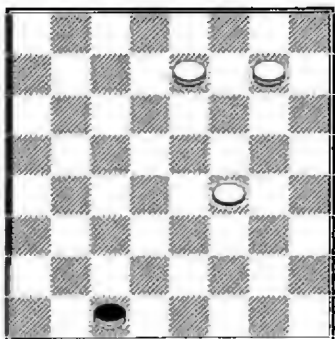
98. White to play and win



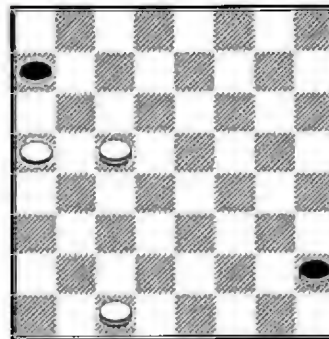
99. White to play and win



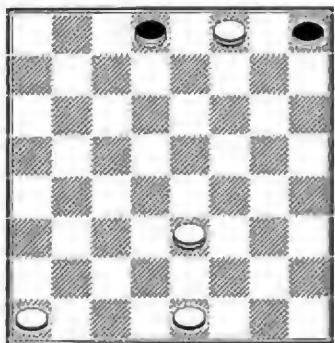
100. White to play and win



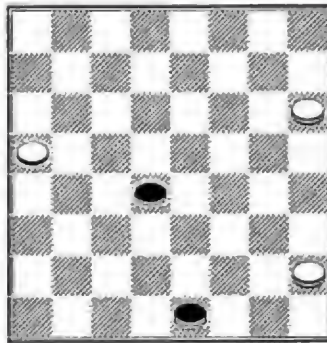
101. White to play and win



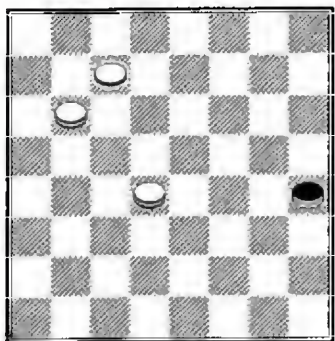
102. White to play and win



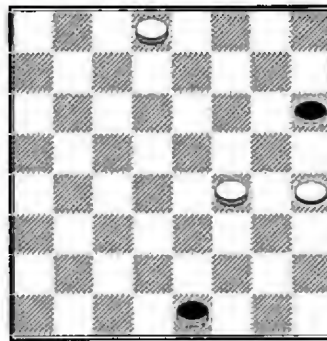
103. White to play and win



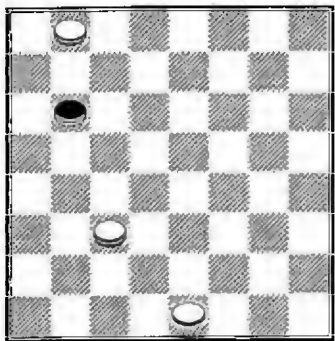
104. White to play and win



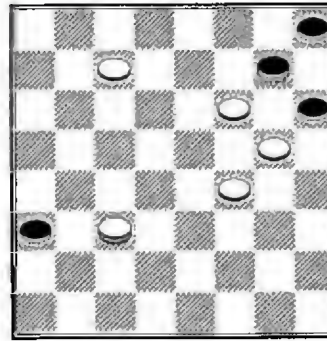
105. White to play and win



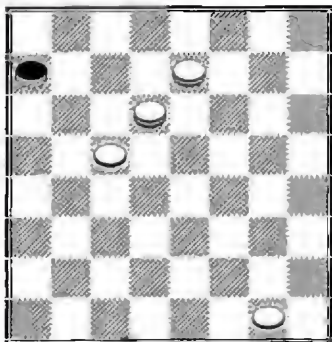
106. White to play and win



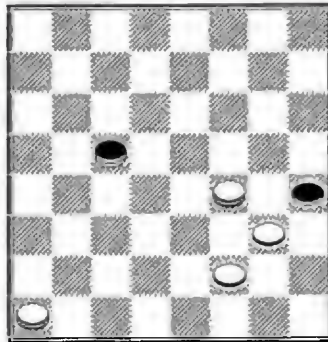
107. White to play and win



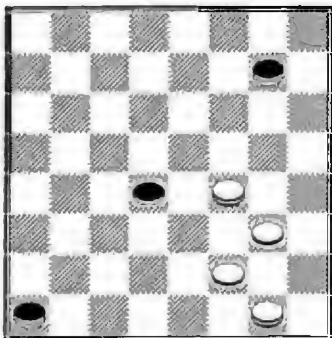
108. White to play and win



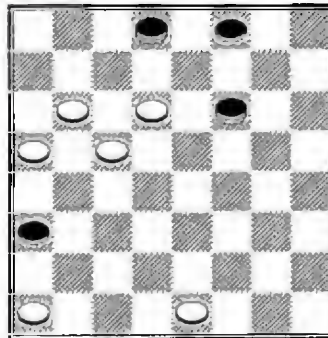
109. White to play and win



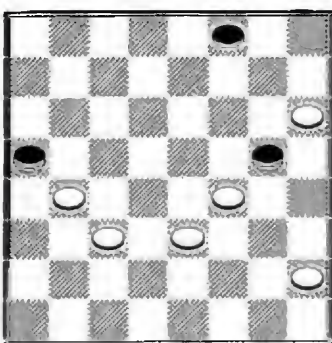
110. White to play and win



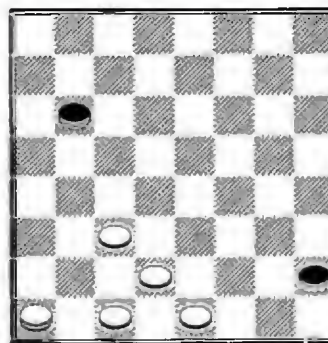
111. White to play and win
[see note at solution]



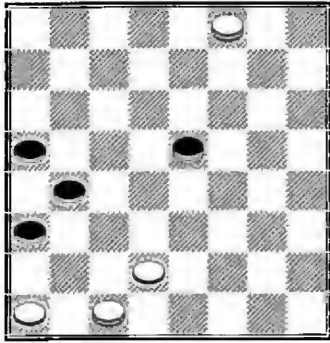
112. White to play and win



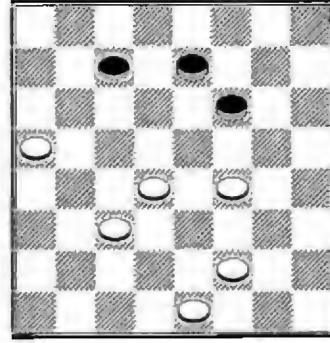
113. White to play and win



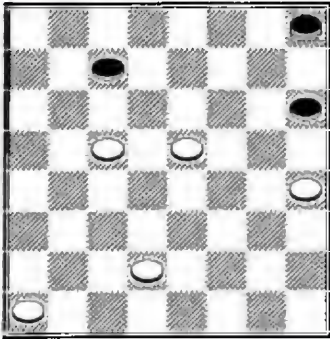
114. White to play and win



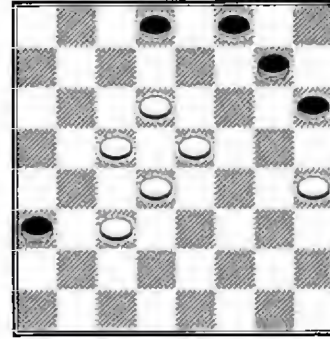
115. White to play and win



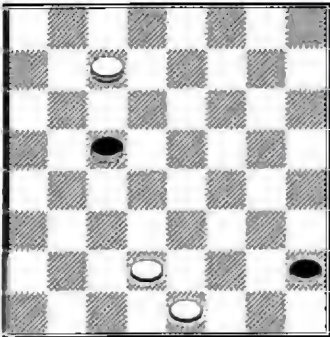
116. White to play and win



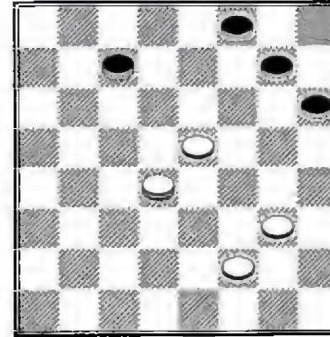
117. White to play and win



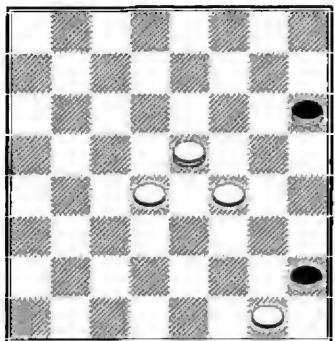
118. White to play and win



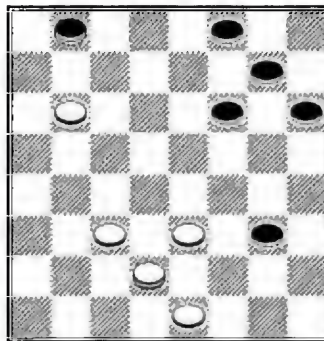
119. White to play and win



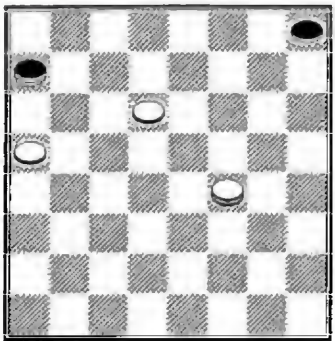
120. White to play and win



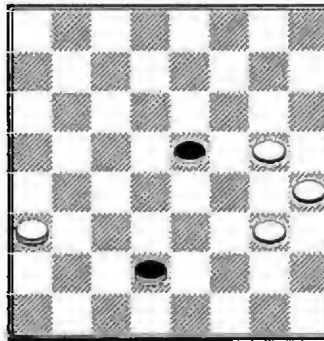
121. White to play and win



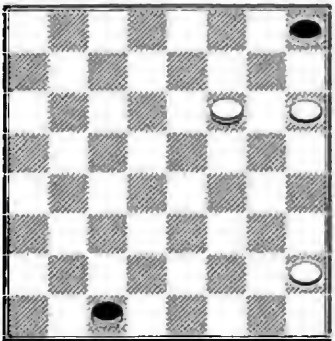
122. White to play and win



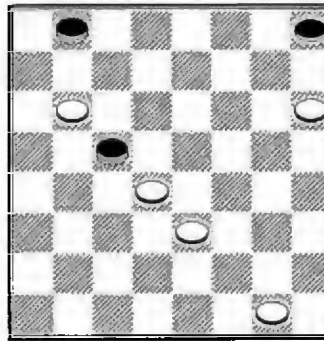
123. White to play and win



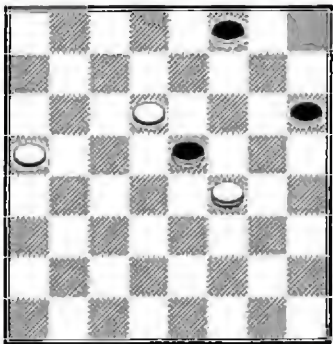
124. White to play and win



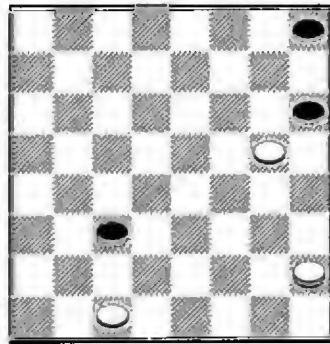
125. White to play and win



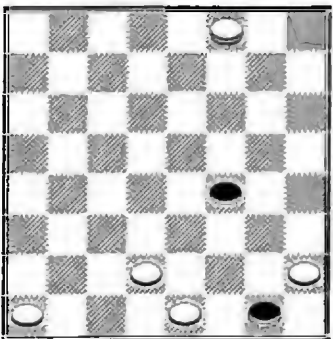
126. White to play and win



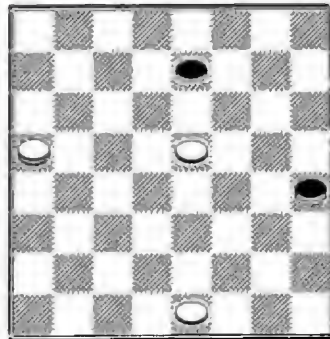
127. White to play and win



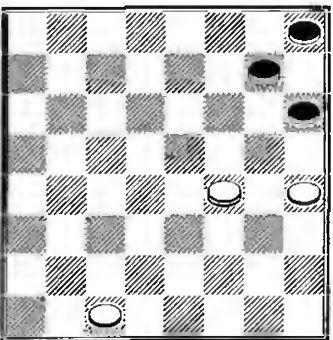
128. White to play and win



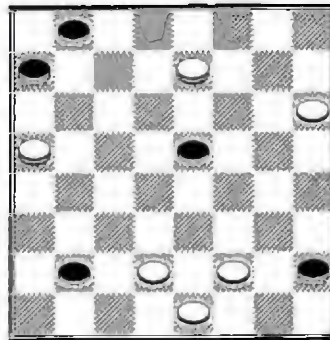
129. White to play and win



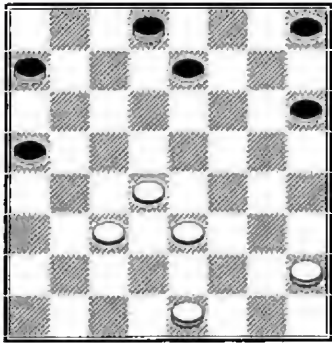
130. White to play and win



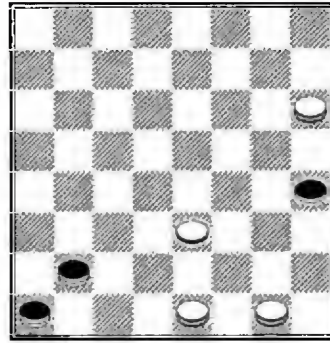
131. White to play and win



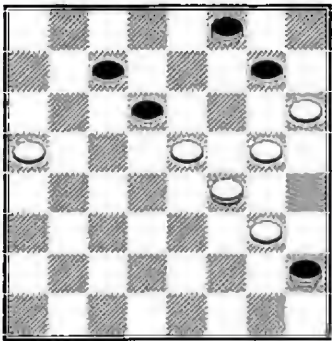
132. White to play and win



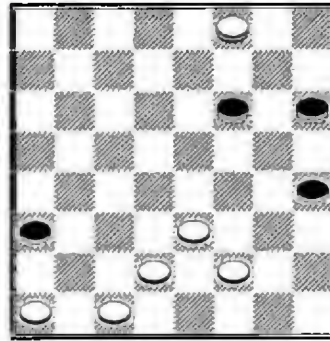
133. White to play and win



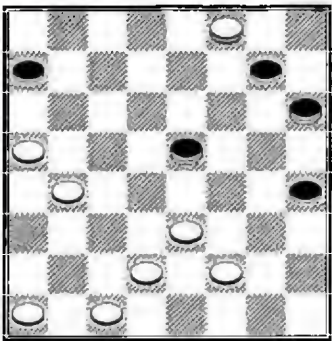
134. White to play and win



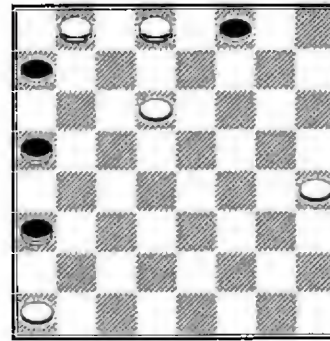
135. White to play and win



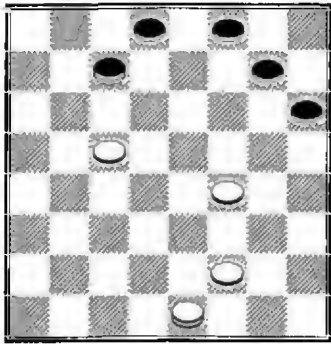
136. White to play and win



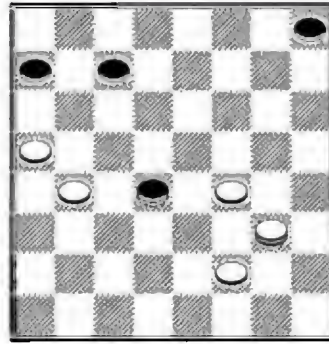
137. White to play and win



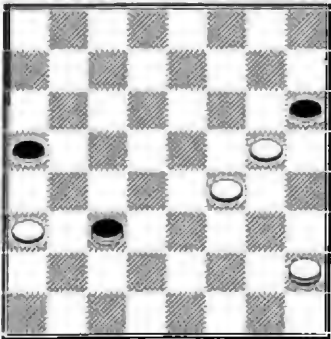
138. White to play and win



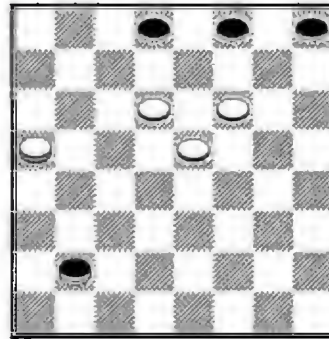
139. White to play and win



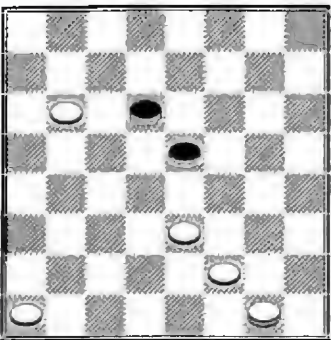
140. White to play and win



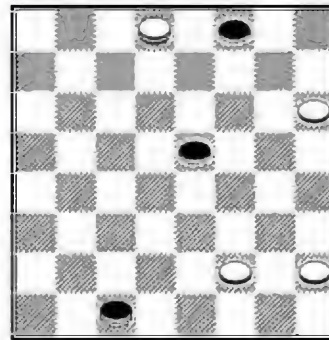
141. White to play and win



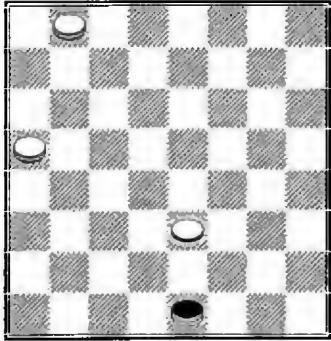
142. White to play and win



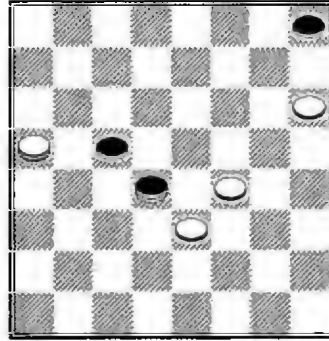
143. White to play and win



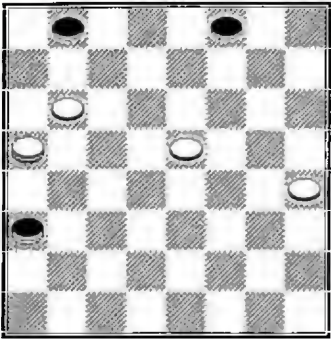
144. White to play and win



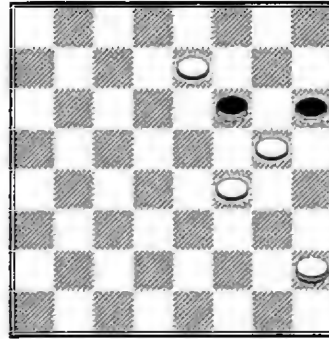
145. White to play and win



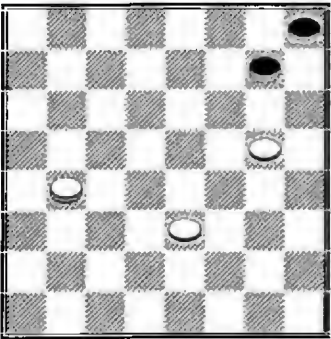
146. White to play and win



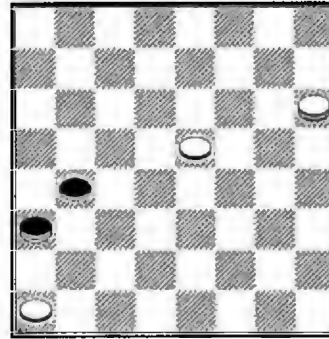
147. White to play and win



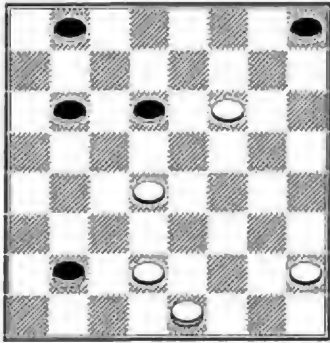
148. White to play and win



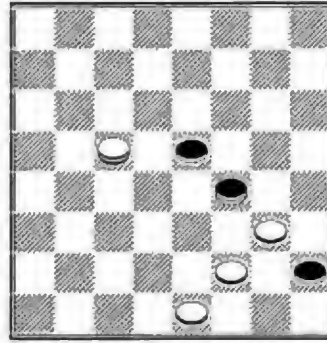
149. White to play and win



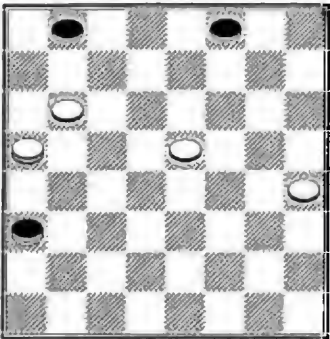
150. White to play and win



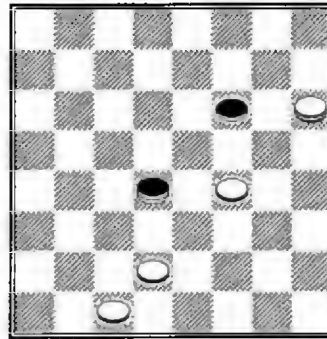
151. White to play and win



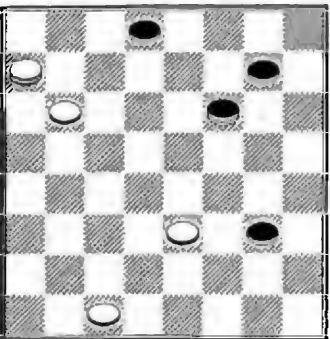
152. White to play and win



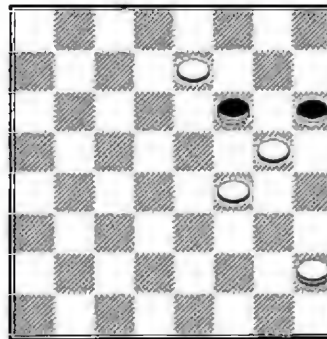
153. White to play and win



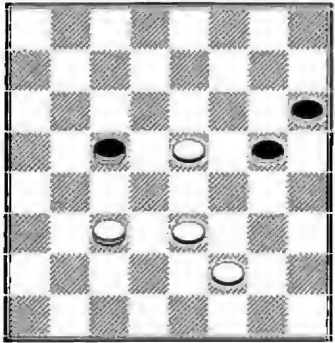
154. White to play and win



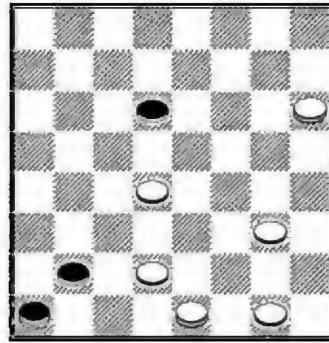
155. White to play and win



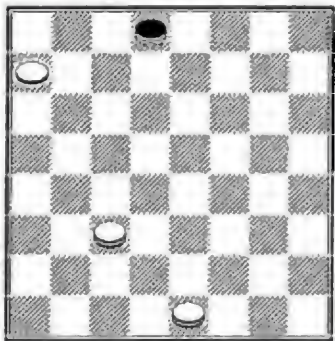
156. White to play and win



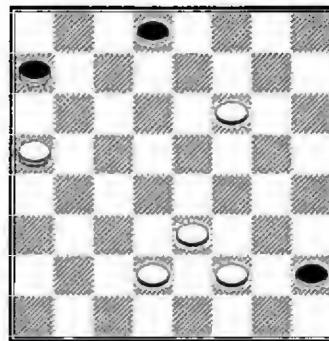
157. White to play and win



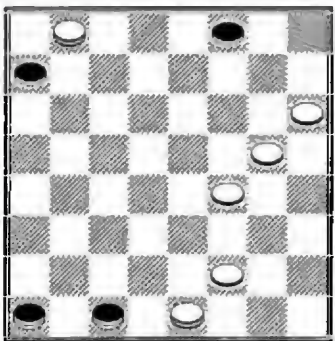
158. White to play and win



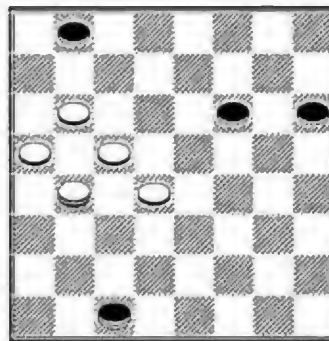
159. White to play and win



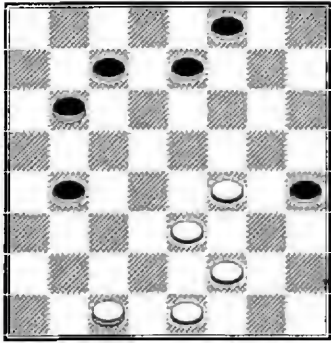
160. White to play and win



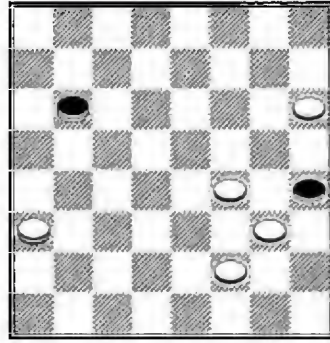
161. White to play and win



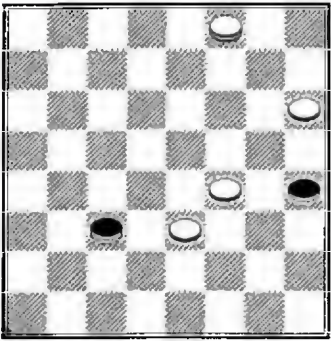
162. White to play and win



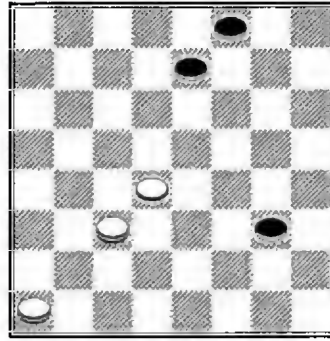
163. White to play and win



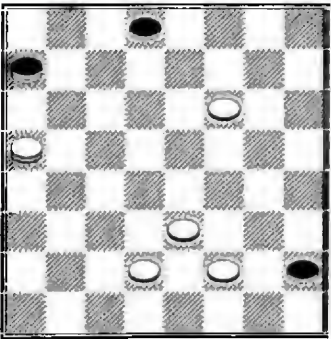
164. White to play and win



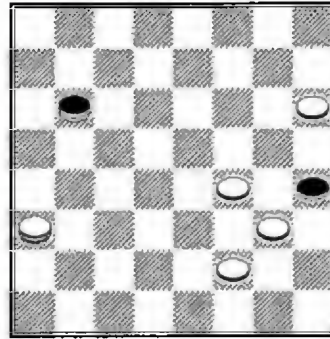
165. White to play and win



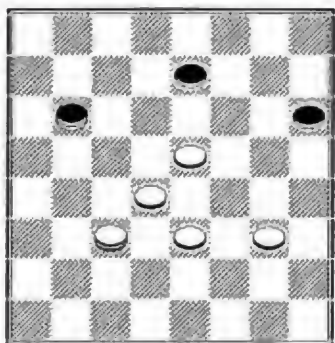
166. White to play and win



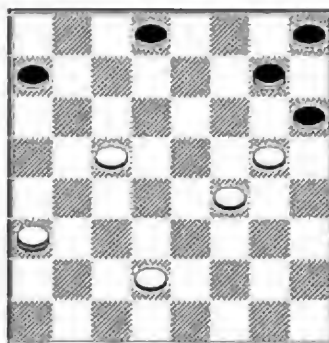
167. White to play and win



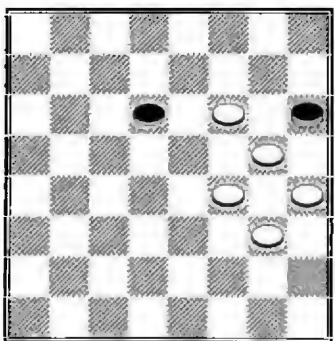
168. White to play and win



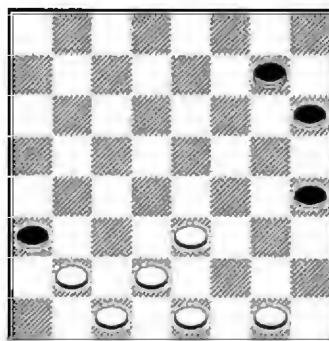
169. White to play and win



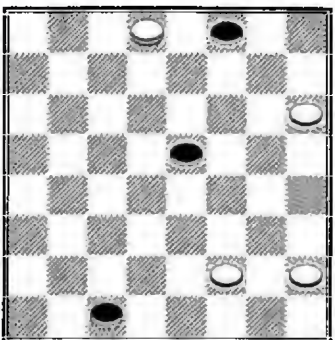
170. White to play and win



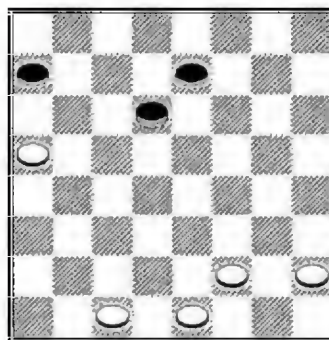
171. White to play and win



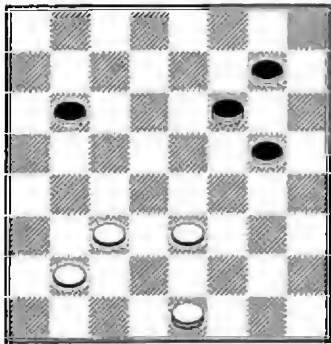
172. White to play and win



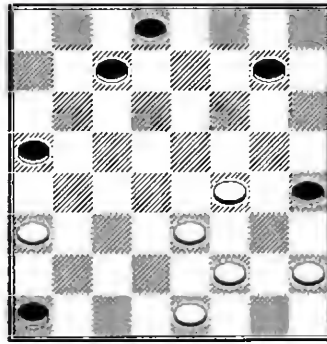
173. White to play and win



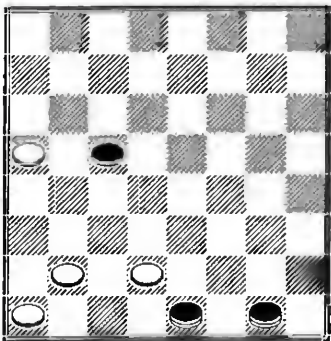
174. White to play and win



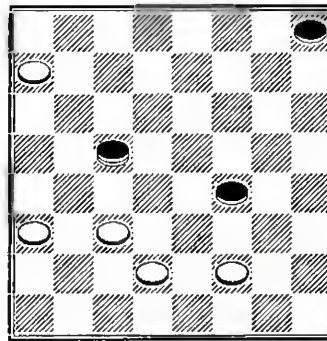
175. White to play and win



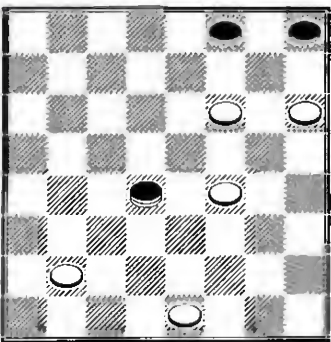
176. White to play and win



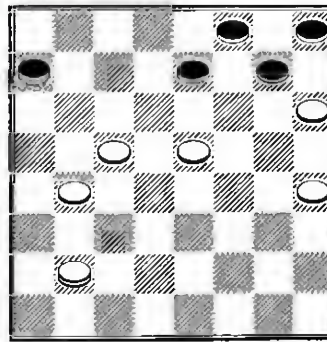
177. White to play and win



178. White to play and win

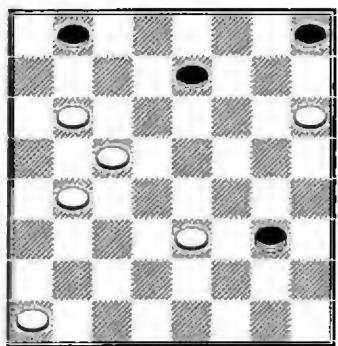


179. White to play and win

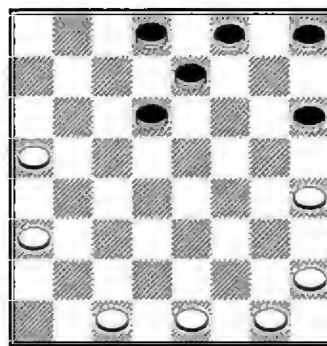


180. White to play and win

by Joliet

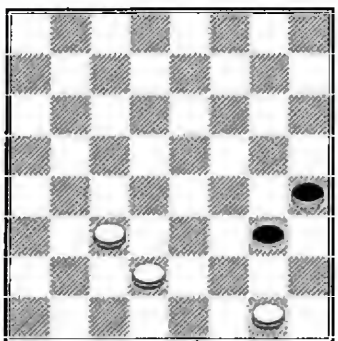


181. White to play and win



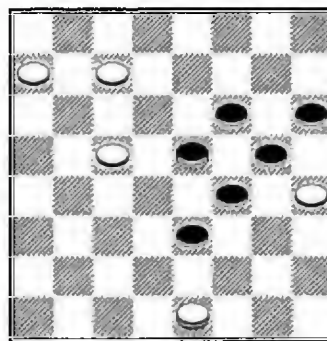
182. White to play and win

by Stams of Rotterdam

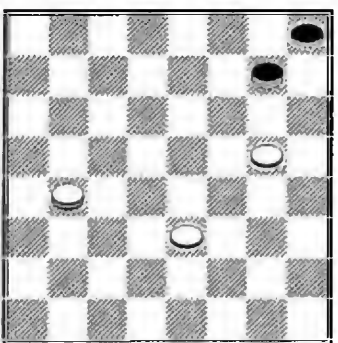


183. White to play and win

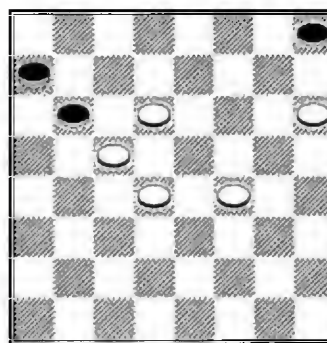
by A. Hubert of Kiel



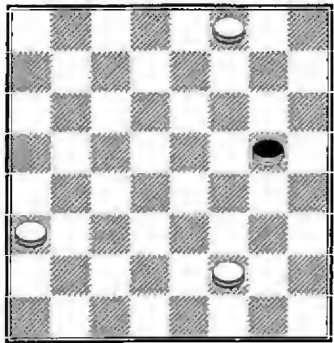
184. White to play and win



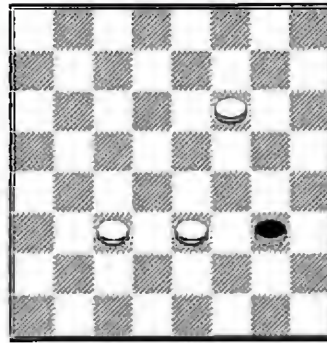
185. White to play and win



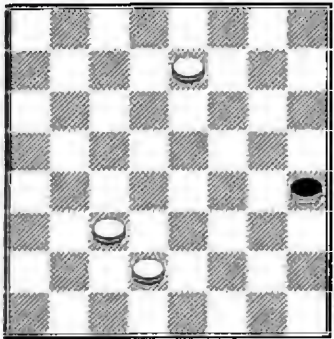
186. White to play and win



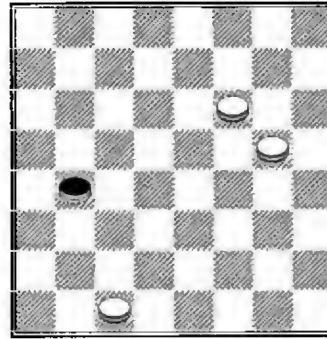
187. White to play and win



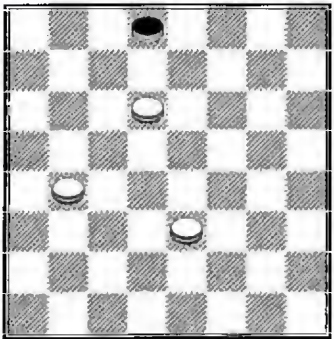
188. White to play and win



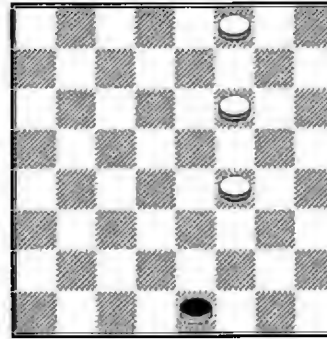
189. White to play and win



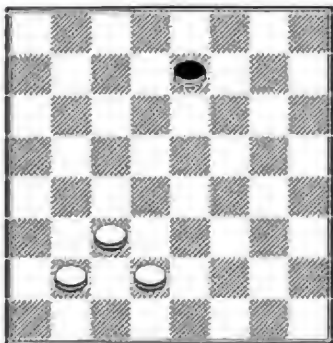
190. White to play and win



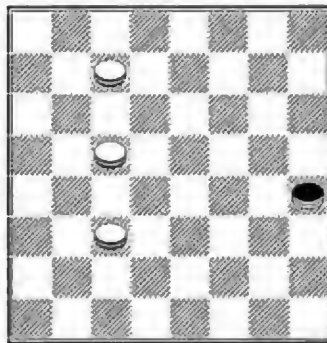
191. White to play and win



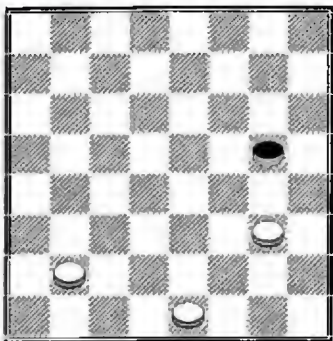
192. White to play and win



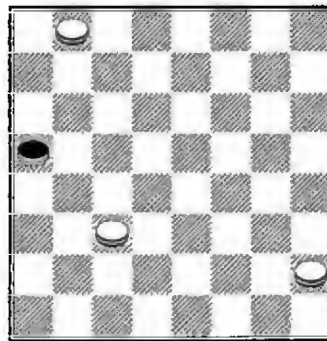
193. White to play and win



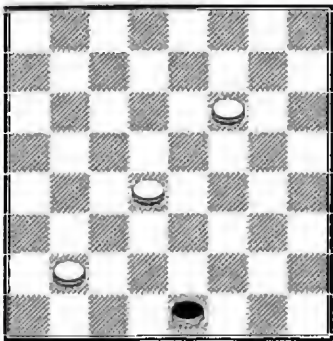
194. White to play and win



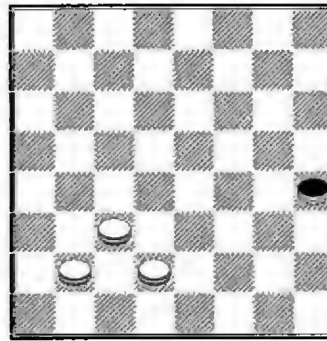
195. White to play and win



196. White to play and win

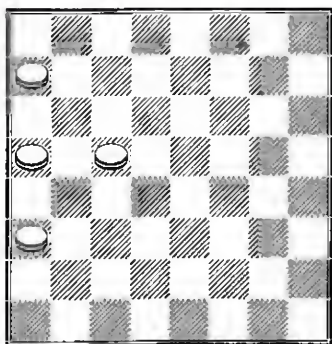


197. White to play and win

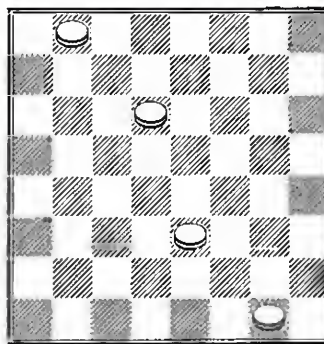


198. White to play and win

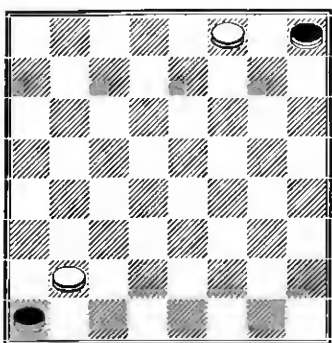
White to play and win no matter which square the black king is on



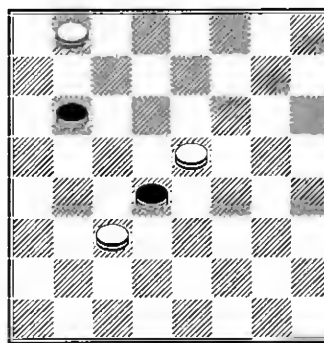
199. White to play and win



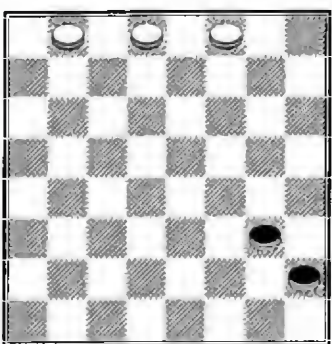
200. White to play and win



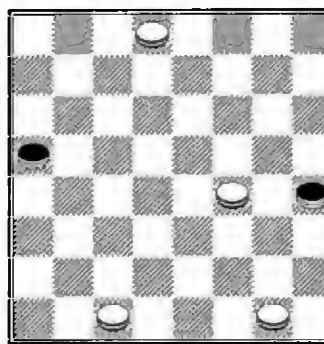
201. White to play and win



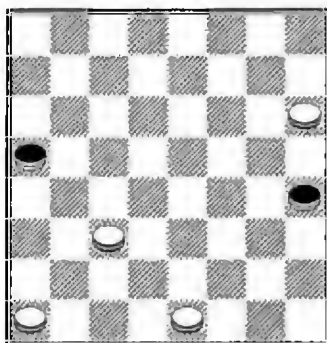
202. White to play and win



203. White to play and win



204. White to play and win



205. White to play and win

Solutions

1. 9 – 6, 1 – 10, 19 – 16, 12 – 19, 26 – 23, 18 – 27 (or 19 – 26), 31 – 6 wins.
2. 22 – 17, 13 – 15, 23 – 18, 14 – 23 (or 15 – 22), 26 – 1 wins.
3. 14 – 9, 13 – 6 (best), 23 – 19, 16 – 23, 22 – 18, 23 – 14, 17 – 3 wins.
4. 31 – 26, 5 – 16, 26 – 12, 2 – 7 (best), 12 – 8, 7 – 11, 8 – 15, 1 – 6, 15 – 11, 6 – 10, 11 – 8, 10 – 15, 8 – 4, 15 – 19, 4 – 18, 19 – 24, 18 – 23, 24 – 28, 23 – 32 wins.
5. 19 – 16, 20 – 11, 15 – 10, 14 – 7, 18 – 15, 11 – 18, 23 – 5 wins.
6. 15 – 10, 14 – 7, 22 – 17, 13 – 22, 23 – 18, 22 – 15, 19 – 3 wins.
7. 23 – 18, 14 – 23, 15 – 11, 7 – 16, 12 – 26, 3 – 7 (3 – 8, 26 – 23, 8 – 11 or 12, 23 – 19 wins), 26 – 23 wins.
8. 10 – 6, 1 or 19 – 17, 25 – 21, 19 or 1 – 10, 21 – 7 wins.
9. 24 – 19, 16 – 23, 15 – 11, 8 – 15, 10 – 17, 1 – 10, 14 – 7 wins.
10. 21 – 17, 14 – 16, 22 – 17, 13 – 22, 31 – 26, 22 – 31, 32 – 27, 31 – 24, 28 – 1, 11 – 16, 1 – 28, 2 – 7, 28 – 1, 7 – 11, 1 – 28, 16 – 19, 28 – 8, 20 – 24, 8 – 18, 24 – 28, 18 – 32 wins.
11. 14 – 10, 7 – 14, 18 – 9, 5 – 14, 23 – 18, 14 – 23, 26 – 3 wins.
12. 14 – 10, 15 – 6, 22 – 17, 21 – 14, 23 – 19, 16 – 23, 27 – 2 wins.

13. 10 – 7, 3 – 10, 20 – 16, 12 – 19, 26 – 23, 19 – 26 or 18 – 27, 31 – 13, 4 – 8, 13 – 9, 8 – 11, 9 – 6, 11 – 15, 6 – 1, 15 – 18, 1 – 19, 18 – 22, 19 – 30 wins.
14. 21 – 17, 13 – 22, 23 – 19, 16 – 14, 25 – 4 wins.
15. 21 – 17, 18 – 11, 17 – 14, 9 – 18, 22 – 8 wins.
16. 19 – 16, 20 – 11, 15 – 10, 14 – 7, 18 – 15, 11 – 18, 23 – 5, 7 – 10, 5 – 1, 10 – 14, 1 – 15, 8 – 12, 27 – 24, 12 – 16, 15 – 22, 16 – 20, 24 – 19 wins.¹⁵
17. 15 – 10, 6 – 22 (24 – 22, 30 – 25 etc), 30 – 25, 24 – 15, 25 – 4 wins.
18. 25 – 22, 26 – 10, 18 – 15, 5 – 14, 15 – 6, 1 – 10 or 2 – 9, 23 – 18, 14 – 16, 20 – 4 wins.
19. 28 – 24, 20 – 27, 19 – 16, 12 – 19, 15 – 22, 6 – 15, 18 – 4 wins.¹⁶
20. 27 – 24, 28 – 19, 11 – 8, 4 – 11, 18 – 14, 10 – 17, 25 – 22, 17 – 26, 30 – 7 wins.
21. 22 – 18, 14 – 23, 31 – 27 (quiet move), 21 – 14, 27 – 4 wins.
22. 22 – 17, 13 – 22, 14 – 9, 5 – 14, 15 – 10, 14 – 7, 23 – 18, 22 – 15, 19 – 3 wins.
23. 27 – 24, 28 – 19, 23 – 18, 22 – 15, 26 – 23, 19 – 26, 31 – 6 wins.
24. 21 – 17, 13 – 22, 29 – 25, 22 – 29, 15 – 11, 29 – 8, 12 – 1 wins.
25. 16 – 11, 7 – 16, 29 – 25, 21 – 30, 14 – 10, 30 – 28, 10 – 1, 28 – 10, 1 – 3 wins.
26. 22 – 17, 13 – 22, 14 – 9, 5 – 14, 15 – 10, 14 – 7, 23 – 18, 22 – 15, 19 – 3 wins.
27. 19 – 16, 20 – 11, 15 – 10, 14 – 7, 18 – 15, 11 – 18, 23 – 5, 7 – 10, 5 – 1, 10 – 15, 1 – 15 wins.
28. 27 – 23, 19 – 26, 18 – 15, 11 – 18, 14 – 21, 5 – 14, 17 – 3 wins.
29. 17 – 14, 10 – 17, 13 – 22, 6 – 13, 22 – 17, 13 – 22, 23 – 18, 22 – 15, 19 – 3 wins.

¹⁵ Compare to problem number 5.

¹⁶ Compare to problem number 9.

30. 25 – 22, 26 – 17, 11 – 7, 3 – 10, 20 – 16, 12 – 19, 24 – 22 wins.
31. 19 – 16, 12 – 10, 18 – 14, 9 – 18, 26 – 22, 17 – 26 or 18 – 25, 30 – 7 wins.
32. 31 – 26, 6 – 13, 26 – 22, 17 – 26, 27 – 23, 18 – 20 (best), 28 – 24, 20 – 27, 32 – 21 wins.¹⁷
33. 22 – 17, 13 – 22, 30 – 25, 22 – 29, 15 – 11, 29 – 8, 12 – 1 wins.¹⁸
34. 23 – 18, 14 – 23, 13 – 9, 5 – 14, 22 – 18, 15 – 22, 16 – 11, 7 – 16, 12 – 10 wins.
35. 14 – 9, 13 – 6 (best), 16 – 11, 7 – 16, 23 – 19, 16 – 23, 22 – 18, 23 – 14, 17 – 1 wins.
36. 14 – 10, 6 – 15, 31 – 27, 24 – 31, 3 – 12, 31 – 17, 12 – 6, 2 – 9, 21 – 5, 13 – 17, 5 – 1 wins.
37. 6 – 1, 19 – 23 (if 19 – 24, 1 – 5, 24 – 27, 32 – 23, 28 – 32, 23 – 18 wins), 32 – 27, 23 – 32, 1 – 5 wins.
38. 24 – 19, 7 – 10 (best), 19 – 15, 10 – 19, 32 – 27 wins.
39. 13 – 9, 14 – 5, 16 – 11, 15 – 8, 20 – 16, 5 – 9, 21 – 17, 8 – 12, 16 – 11, 12 – 16, 11 – 20, 4 – 8, 20 – 16 wins.
40. 10 – 6, 13 – 17, 6 – 1, 17 – 22, 1 – 19, 22 – 25, 19 – 15, 25 – 29 (or 25 – 30, 15 – 19 wins), 15 – 11 wins.
41. 7 – 3, 18 – 22 (best), 3 – 8, 22 – 26, 20 – 16, 26 – 30 (if 26 – 31, 8 – 11, 31 – 20, 11 – 2 wins), 24 – 19, 30 – 21, 8 – 25, 21 – 30, 16 – 12 wins.
42. 14 – 10, 19 – 24, 26 – 23, 24 – 28, 10 – 6, 28 – 32, 6 – 1, 32 – 28, 18 – 15 wins.¹⁹
43. 13 – 9, 12 – 16, 9 – 5, 16 – 19 (or 20), 5 – 1, 19 – 23, 32 – 27, 23 – 32, 1 – 5, 32 – anywhere, 5 – 32 wins.
44. 8 – 4, 26 – 31 (26 – 30, 4 – 8, 30 – 17, 21 – 14 wins), 14 – 9, 6 – 13, 4 – 22 wins.

¹⁷ 24 – 20, 6 – 13, 11 – 7, 2 – 11, 20 – 16, 11 – 20, 27 – 24, 20 – 27, 32 – 30 wins as well. (John Reade)

¹⁸ Similar to number 24.

¹⁹ 14 – 9, 19 – 24, 26 – 23, 24 – 28, 18 – 14, 28 – 32, 9 – 5 wins as well (John Reade)

45. 16 – 11, 13 – 17, 11 – 8, 17 – 22, 8 – 4, 22 – 26, 20 – 16, 26 – 30 (26 – 31, 4 – 11, 31 – 20, 11 – 2 wins), 24 – 19, 30 – 21 (30 – 26, 16 – 12 wins), 4 – 25, 21 – 30, 16 – 12 wins.
46. 20 – 16, 25 – 30 (25 – 29, 16 – 11, 29 – 4, 10 – 7, 2 – 11, 12 – 8 wins), 16 – 11, 30 – 25 (30 – 21, 11 – 7, 2 – 11, 12 – 3 wins), 12 – 3, 25 – 4, 10 – 7, 2 – 11, 3 – 8, 11 – 16, 8 – 29, 16 – 20, 24 – 20 wins.
47. 20 – 16, 10 – 1, 16 – 11, 7 – 16 or 15 – 8, 12 – 10, 1 – 15, 24 – 19, 15 – 24, 28 – 19 wins.
48. 19 – 16, 20 – 11, 23 – 18, 29 – 15, 21 – 17, 13 – 22, 31 – 26, 22 – 24, 28 – 1 wins.
49. 15 – 11, 8 – 15, 17 – 14, 9 – 18, 31 – 27, 32 – 23, 26 – 1 wins.
50. 23 – 19, 32 – 7, 30 – 25, 21 – 30, 24 – 20, 30 – 16, 20 – 2 wins.
51. 19 – 16, 11 – 20, 23 – 19, 20 – 2, 19 – 16, 2 – 20, 27 – 24, 20 – 27, 31 – 24, 8 – 12 (or 11), 24 – 19 wins.
52. 11 – 8, 25 – 15, 9 – 5, 4 – 11, 5 – 1, 15 – 28 (15 – 22, 23 – 18 wins), 23 – 19, 28 – 15, 1 24 wins.
53. 18 – 14, 17 – 10, 16 – 11, 7 – 16, 12 – 19, 10 – 24, 28 – 19 wins.
54. 19 – 16, 11 – 20, 23 – 19, 20 – 2, 19 – 16, 2 – 20, 27 – 24, 20 – 27, 31 – 24, 8 moves, 24 – 19 wins.²⁰
55. 9 – 6, 10 – 1, 30 – 26, 5 – 9 or 1 – 6, 26 – 23 wins.
56. 19 – 15, 10 – 19, 11 – 8, 22 – 4, 27 – 23, 19 – 26, 31 – 22, 4 – 25, 29 – 22 wins.
57. 28 – 24, 17 – 31, 19 – 15, 18 – 11, 24 – 20, 31 – 24, 20 – 27, 11 – 15 or 11 – 16, 27 – 23 wins.
58. 10 – 7, 13 – 31, 28 – 24, 31 – 20, 7 – 2, 20 – 7, 2 – 29 wins.
59. 15 – 11, 8 – 15, 16 – 11, 15 – 8, 28 – 24, 6 – 28, 5 – 1 wins.
60. 14 – 9, 13 – 6, 19 – 16, 6 – 10 or 9 or 1 – 5, 16 – 11, 2 – 16, 20 – 11 wins.

²⁰ Identical to problem number 51.

61. 23 – 18, 14 – 23, 28 – 24, 11 – 29, 24 – 19, 23 – 16, 20 – 4 wins.
62. 22 – 17, 21 – 14, 11 – 7, 3 – 10, 23 – 19, 10 – 24, 28 – 19 wins.
63. 21 – 17, 18 – 29, 13 – 9, 6 – 22, 30 – 25, 22 – 26, 31 – 22 wins.
64. 11 – 7, 9 – 27, 7 – 2, 30 – 16, 2 – 31, 12 – 16, 31 – 26, 16 – 20, 26 – 31, 5 – 9, 31 – 27, 9 – 13, 27 – 31, 13 – 17, 31 – 13 wins.
65. 11 – 7, 10 – 3, 23 – 18, 8 – 11, 18 – 14, 3 – 17, 21 – 14 wins.
66. 8 – 3, 28 – 1, 23 – 19, 1 – 28, 14 – 9, 13 – 6, 18 – 15, 25 – 10, 3 – 30 wins.
67. 26 – 22, 25 – 18, 19 – 16, 12 – 26, 31 – 8 wins.
68. 20 – 16, 26 – 12, 25 – 22, 18 – 25, 21 – 30, 12 – 16 or 8 – 11, 27 – 23, 16 – 26, 30 – 23 wins.
69. 18 – 14, 17 – 31, - 14 – 16, 20 – 11, 24 – 20, 31 – 24, 20 – 27, 11 – 15 or 16, 27 – 23 or 24 wins.
70. 13 – 9, 5 – 14, 27 – 24, 14 – 18, 24 – 19, 10 – 24, 28 – 19 wins.²¹
71. 18 – 15, 20 – 17, 15 – 6, 2 – 9, 5 – 21, 4 – 8, 19 – 16 wins.
72. 26 – 23, 16 – 17, 18 – 15, 11 – 18, 27 – 24, 20 – 27, 32 – 21 wins.
73. 30 – 25, 4 – 29, 27 – 24, 20 – 18, 26 – 22, 18 – 25, 12 – 30 wins.
74. 15 – 11, 8 – 15, 17 – 14, 9 – 18, 31 – 27, 32 – 23, 26 – 1 wins.
75. 22 – 18, 5 – 20, 15 – 24 wins.
76. 16 – 11, 7 – 14, 15 – 11, 2 – 16, 20 – 11 wins.
77. 28 – 32, 18 – 22, 32 – 23, 22 – 25, 23 – 18, 25 – 30, 18 – 8, 12 – 3, 16 – 12, 30 – 16, 12 – 19 wins.
78. 14 – 9, 13 – 6, 11 – 7, 3 – 10, 32 – 27, 24 – 31, 17 – 13, 31 – 17, 21 – 7, 6 – 10, 7 – 14, 4 – 8, 14 – 9, 8 – 11, 9 – 5 wins.

²¹ After 7 – 10, 19 – g5, 10 – 15, 31 – 26, 18 – 22, 26 – 17, 15 – 18, 17 – 14 wins. After 7 – 10, 19 – g5, 10 – 14, g5 – 11, 14 – 17, 11 – 7, 18 – 23, 7 – 2 wins.

79. 9 – 6, 28 – 15, or 1 – 10, 26 – 23, 6 – 10 or 28 – 15, 20 – 16, 11 – 20, 15 – 4 wins.
80. 9 – 5, 29 – 15, 27 – 23, 20 – 18, 5 – 1 wins.
81. 6 – 2, 7 – 20, 24 – 19, 20 – 31, 28 – 24, 31 – 20, 19 – 16, 20 – 7, 2 – 30 wins.
82. 22 – 17, 15 – 30, 16 – 12, 30 – 16, 12 – 19 wins.
83. 15 – 10, 28 – 6, 14 – 9, 5 – 14, 18 – 20 wins.
84. 26 – 23, 19 – 17, 27 – 23, 15 – 27, 21 – 14, 27 – 9, 5 – 14, 1 – 6, 11 – 7 wins.
85. 12 – 8, 3 – 19, 27 – 24, 2 – 27, 31 – 29, 5 – 9, 29 – 25 wins.
86. 18 – 15, 4 – 18, 25 – 22, 17 – 26 (18 – 25, 29 – 15 wins), 31 – 13 wins.
87. 14 – 9, 13 – 6, 30 – 26, 31 – 15, 24 – 19, 15 – 31, 32 – 27, 31 – 24, 28 – 1, 2 – 6, 1 – 8, 20 – 24, 23 – 19 wins.
88. 15 – 11, 21 – 31, 12 – 8, 3 – 12, 11 – 8, 12 – 3, 16 – 12, 6 – 24, 28 – 19, 30 – 16, 12 – 19 wins. If black takes the other way on the first move, the same conclusion arises.
89. 32 – 28, 14 – 5, 11 – 7, 2 – 4, 23 – 19, 5 – 16, 12 – 19, 1 – 24, 28 – 19, 4 – 8, 19 – 16 wins.
90. 11 – 7, 24 – 6, 14 – 10, 6 – 26, 30 – 23, 3 – 27, 32 – 23, 5 – 9, 23 – 18 wins.
91. 26 – 23, 14 – 27, 25 – 22, 12 – 17, 21 – 14, 27 – 9, 13 – 6 wins.
92. 31 – 27, 32 – 30, 24 – 19, 30 – 16, 20 – 4, 12 – 16, 28 – 24 wins.
93. 19 – 16, 7 – 20, 18 – 14, 10 – 26, 31 – 22, 20 – 17, 13 – 22 wins.
94. 29 – 25, 21 – 30, 14 – 9, 6 – 13, 16 – 12, 1 – 24 or 30 – 16, 28 or 12 – 19, 30 – 16 or 1 – 24, 12 – 19 or 24 – 19 wins.
95. 19 – 15, 11 – 18, 26 – 22, 18 – 25, 27 – 23, 5 – 27, 32 – 23 wins.
96. 31 – 27, 14 – 32, 26 – 22, 20 – 17, 21 – 14, 32 – 9, 13 – 6 wins.
97. 30 – 25, 21 – 30, 28 – 24, 11 – 25 or 29, 24 – 19, 30 – 16, 20 – 11, 25 – 8, 12 – 3 wins.

98. 19 – 16, 20 – 11, 23 – 18, 25 – 15, 24 – 20, 31 – 24, 28 – 1 wins.
99. 18 – 14, 21 – 24, 28 – 19, 5 – 16, 12 – 19, 4 – 8, 19 – 16 wins.
100. 15 – 24, 2 – 13 (on any other move 27 – 32 wins), 21 – 17, 13 – 31 (if 13 – 22 or 26, 27 – 32 wins), 24 – 28 wins.
101. 7 – 16, 30 – 21, 8 – 25, 21 – 30, 16 – 12 wins.
102. 13 – 9, 28 – 1 (forced. If anywhere else, 14 – 21 wins. This holds for all of black's moves), 30 – 23, 1 – 28, 23 – 32, 28 – 1, 32 – 28 wins.
103. 3 – 10, 2 – 20 (if 2 – 13, 29 – 25, 13 – 2 (if 4 – 8, 23 – 32, 13 – 2, 32 – 9 wins), 23 – 9, 2 – 13, 25 – 22 wins), 23 – 19, 20 – 2, 19 – 16, 2 – 20, 10 – 24 wins.
104. 12 – 23, 18 – 27, 28 – 32 wins.
105. 18 – 14. If 20 – 24, 14 – 32, 24 – 1, 32 – 28, 1 – 5, 28 – 32 wins. If 20 – 2, 14 – 17, 2 – 11, 17 – 7, 11 – 2, 9 – 13 wins. If 20 – 31, 14 – 17, etc, wins.
106. 20 – 16, 31 – 13 (if 31 – 22 or 17, 19 – 28 wins; likewise if 31 – 27, 19 – 1 wins), 2 – 7, 13 – 31 (if 13 – 2, 7 – 11, 2 – 13, 11 – 2, etc, wins), 7 – 11, 31 – 13 (best), 11 – 2, 13 – 31, 2 – 13 wins.
107. 1 – 5, 9 – 2, 5 – 9 wins.
108. 19 – 15, 12 – 1, 22 – 29, 8 – 15, 29 – 11 wins. Black eventually loses all of this pieces, provided the white king remains on the long diagonal.
109. 7 – 2, 5 – 18, 2 – 9, 18 – 5, 10 – 19, 5 – 9 (if 5 – 1, 32 – 28 wins), 19 – 23 wins.
110. 19 – 1, 14 – 32, 29 – 22, 20 – 27, 22 – 31, 32 – 28, 31 – 24 wins.
111. 27 – 23, 18 – 20, 19 – 24, 20 – 27, 32 – 4 wins.²²
112. 10 – 7, 3 – 17, 13 – 22, 2 – 26, (if 11 – 25, 29 – 22 wins), 31 – 22, 11 – 25, 29 – 22 wins.

²² The original problem is: White kings on 19, 32, pieces on 23 and 27, Black kings on 29, 8, piece on 20. White to move and win. 27 – 24, 20 – 18, 19 – 23 [illegal move; the king on 32 must capture the piece on 18], 18 – 27, 32 – 4 wins. This correction was suggested by John Reade.

113. 22 – 18, 13 – 24, 12 – 19, 24 – 1, 23 – 19, 1 – 24, 28 – 19 wins.
114. 22 – 18, 9 – 32, 29 – 15, 32 – 5, 26 – 23, 5 – 32 (if 5 – 27, 31 – 24, 28 – 10, 30 – 26 wins), 15 – 1, 32 – 5, 31 – 27, 5 – 32, 1 – 5 wins.
115. 26 – 22, 15 – 25, 29 – 22, 17 – 26, 30 – 23, 21 – 25, 3 – 8, 25 – 29 (best), 8 – 4, 13 – 17, 23 – 18 wins. If white instead begins with 3 – 14, 17 – 10, 26 – 22, 15 – 25, 29 – 22, 10 – 14, he cannot win.
116. 19 – 16, 11 – 20, 18 – 14, 7 – 26, 31 – 22, 20 – 17, 13 – 22 wins.
117. 15 – 10, 6 – 15, 14 – 10, 15 – 6, 26 – 22, 4 – 25, 29 – 22 wins.
118. 14 – 9, 21 – 7, 9 – 6, 2 – 9, 15 – 11, 7 – 16 (if 8 – 15, 18 – 2 wins), 20 – 4 wins.
119. 26 – 23, 14 – 32 (best), 6 – 1, 32 – 5 (or anywhere else), 31 – 27, 5 – 32, 1 – 5 wins.
120. 18 – 5, 6 – 28, 5 – 1, 12 – 16, 27 – 24, 28 – 19, 1 – 24 wins.
121. 15 – 1, 12 – 14 or 9 or 5, 32 – 27, 14 – 32, 1 – 5 wins.
122. 23 – 19, 24 – 15, 9 – 6, 1 – 10, 22 – 18, 15 – 22, 26 – 20 wins.
123. 19 – 28, 5 – 18 (or 23, 27 or 32), 13 – 9, 18 – 5, 28 – 32, 4 – 8, 10 – 6, 8 – 11, 6 – 1, 11 – 16, 1 – 10, 16 – 20, 10 – 1, 20 – 24, 1 – 28, 5 – 1, 32 – 5 wins.
124. 16 – 11, 15 – 8, 20 – 16, 26 – 12, 21 – 30, 8 – 11, 24 – 19 wins.
125. 28 – 24, 30 – 26 or 23 (if 30 – 21, 11 – 25, 21 – 30, 24 – 19 wins), 11 – 8, 4 – 11, 24 – 19, 26 – 16, 12 – 19 wins.
126. 32 – 28, 14 – 5, 23 – 19, 5 – 16, 12 – 19, 1 – 24, 28 – 19 wins.
127. 19 – 28, 15 – 1, 13 – 9, 1 – 5 (if either 3 or 12 moves, 9 – 6 wins), 28 – 32 wins.
128. 30 – 25, 22 – 29 (best), 28 – 19, 29 – 25 or 22 or 18 (if 29 – 8, 19 – 30 wins; if 4 – 8, 19 – 28, 12 – 19, 28 – 4 wins), 19 – 28, 12 – 19, 28 – 29 wins.

129. 28 – 24, 19 – 28, 3 – 10, 32 – 18 or 9 or 5 (if 32 – 27, 31 – 24 wins; if 32 – 23, 26 – 19, 28 – 32, 10 – 1 wins), 26 – 23, 18 – 32, 10 – 1, 32 anywhere, 31 – 27, back to 32, 1 – 5 wins.
130. 15 – 11, 7 – 16, 13 – 6, 16 – 19, 6 – 24 wins.
131. 29 – 25, 8 – 29, 20 – 16, 29 – 25 or 22 or 18 (if 29 – 8, 19 – 30 wins), 19 – 28 wins.
132. 7 – 16, 5 – 32, 13 – 22, 25 – 18, 16 – 19, 15 – 24, 26 – 23, 18 – 27, 12 – 8 wins.
133. 23 – 19, 5 – 16, 28 – 6, 2 – 9, 22 – 17, 13 – 22, 31 – 20 wins.
134. 12 – 16, 20 – 11, 31 – 22, 25 – 27, 32 – 4 wins.
135. 15 – 11, 8 – 15, 12 – 8, 3 – 12, 19 – 30, 12 – 19 (if 28 – 19, 16 – 23, 28 – 26, 30 – 23 wins), 30 – 12, 28 – 19, 12 – 23 wins.
136. 29 – 25, 11 – 29, 27 – 24, 20 – 18, 26 – 22, 18 – 25, 30 – 26, 12 – 30, 3 – 12 wins.
137. 13 – 9, 5 – 21, 29 – 25, 15 – 29, 27 – 24, 20 – 18, 26 – 22, 18 – 25, 30 – 26, 12 – 30, 3 – 12.²³
138. 1 – 6, 21 – 7, 2 – 11, 13 – 16, 20 – 11, 5 – 9, 29 – 25, 9 moves, 25 – 22 wins.
139. 19 – 16, 12 – 19, 14 – 10, 6 – 15, 27 – 23, 19 – 26, 31 – 4 wins.
140. 24 – 28, 18 – 32, 17 – 14, 32 – 9, 28 – 32, 4 – 8, 19 – 16 wins.
141. 16 – 11, 22 – 4 (best), 21 – 17, 13 – 22, 19 – 16, 12 – 19, 28 – 29 wins.
142. 10 – 7, 3 – 19, 13 – 26, 25 – 8, 26 – 3, 2 – 6, 3 – 14, 4 – 8, 14 – 18, 8 – 12, 18 – 15, 6 – 9, 15 – 18, 9 – 13, 18 – 22, 12 – 16, 22 – 26, 16 – 20, 26 – 31, 13 – 17, 31 – 13 wins.
143. 9 – 6, 10 – 1, 32 – 28, 1 – 10 (if 1 – 5, 28 – 1, 5 – 9, 23 – 19, 9 – 32, 1 – 5 wins), 23 – 18 wins.
144. 27 – 23, 30 – 19 (best), 2 – 16, 19 – 30, 16 – 19 wins.
145. 23 – 19, 31 – 27 (if 31 – 20, 13 – 31, 20 – 11, 19 – 16, 11 – 20, 1 – 24 wins), 13 – 31, 27 – 18 or 5, 31 – 27, 18 – 32, 1 – 5 wins.

²³ 26 – 22 wins as well: 12 – 26, 3 – 12, 15 – 25, 29 – 31. Or 26 – 22, 15 – 25, 30 – 21, 12 – 30, 3 – 12.

146. 13 – 9, 18 – 32 (best), 9 – 27, 32 – 16, 12 – 19, 4 – 8, 19 – 16 wins.
147. 15 – 10, 21 – 7, 9 – 6, 1 – 10, 13 – 2 wins..
148. 7 – 2, 11 – 20, 19 – 15, 12 – 16 (if 20 – 31, 28 – 24 wins), 28 – 19, 16 – 23, 15 – 11 wins.
149. 17 – 3, 8 – 12 (best), 23 – 19, 4 – 8, 3 – 7, 8 – 11, 7 – 21, 11 – 20, 21 – 30, 12 – 26, 30 – 19 wins.
150. 15 – 10, 21 – 30 (best), 10 – 7, 17 – 22, 7 – 3, 22 – 26 (if 30 – 25, 3 – 17 wins; if 30 – 21, 12 – 30 wins), 29 – 25, 30 – 21, 12 – 30 wins.
151. 11 – 8, 4 – 11 or 25 – 15, 26 – 23, 25 – 15 or 4 – 11, 23 – 19 wins.
152. 27 – 23, 19 – 30, 14 – 5, 28 – 19, 31 – 26, 30 – 23, 5 – 27, 19 – 24, 27 – 20, 15 – 18, 20 – 16, 18 – 22, 16 – 30 wins.
153. 15 – 10, 21 – 7, 9 – 6, 1 – 10, 13 – 2, 10 – 14, 2 – 11, 3 – 7, 11 – 2, 14 – 18, 2 – 13 wins.²⁴
154. 30 – 25, 18 – 29, 19 – 15, 11 – 18, 26 – 22, 18 – 25, 12 – 30 wins.
155. 30 – 25, 11 – 29, 23 – 19, 24 – 15, 9 – 6, 2 – 9, 5 – 4 wins.
156. 7 – 2, 11 – 20, 19 – 15, 20 – 27 or 31 (if 12 – 16, 28 – 19, 16 – 23, 15 – 11 wins), 28 – 24, 27 – 20, 15 – 11 wins.²⁵
157. 27 – 24, 14 – 20, 22 – 31 wins.
158. 18 – 15, 10 – 28, 26 – 22, 25 – 18, 31 – 22, 18 – 25, 12 – 30 wins.
159. 31 – 20, 2 – 6 (best; if 2 – 13, 20 – 31 wins), 5 – 1, 6 – 9 (best), 1 – 6, 9 – 2, 22 – 13 wins.
160. 23 – 19, 5 – 32, 11 – 7, 2 – 11, 19 – 15, 11 – 18, 26 – 23, 18 – 27, 13 – 31 wins.
161. 19 – 15, 29 – 20, 12 – 8, 3 – 12, 1 – 19, 30 – 16, 27 – 24, 20 – 27, 31 – 2 wins.
162. 18 – 15, 11 – 18, 14 – 23, 30 – 19 (if 30 – 16, 9 – 6, 1 – 10, 17 – 20 wins), 17 – 10, 19 – 6, 9 – 2 wins.

²⁴ Same as problem number 147, with a few more moves added.

²⁵ Same as problem number 148.

163. 19 – 16, 20 – 11, 23 – 19, 9 – 32, 19 – 15, 11 – 18, 31 – 27,
32 – 23, 30 – 11 wins.
164. 21 – 17, 9 – 32, 17 – 13, 20 – 27, 13 – 31, 24 – 28, 31 – 24,
28 – 32, 24 – 27 wins.
165. 12 – 8, 22 – 4, 19 – 16, 20 – 11, 3 – 8, 11 – 16, 8 – 29, 16 –
20, 23 – 19 wins.
166. 22 – 31, 24 – 28, 31 – 24, 28 – 20, 18 – 15, 19 – 10, 29 – 18
wins.
167. 23 – 19, 5 – 32, 11 – 7, 2 – 11, 19 – 15, 11 – 18, 26 – 23, 18 –
27, 13 – 31 wins.
168. 21 – 17, 9 – 32, 17 – 13, 20 – 27, 13 – 31, 32 – 28, 31 – 24,
28 – 32, 24 – 27 wins.²⁶
169. 15 – 11, 7 – 16, 18 – 15, 9 – 20, 22 – 31 wins.
170. 26 – 22, 8 – 29 (best), 16 – 11, 29 – 8, 19 – 16, 12 – 19, 14 –
9 wins.
171. 11 – 7, 10 – 3, 16 – 11, 12 – 23, 11 – 8, 3 – 12, 24 – 19 wins.
172. 31 – 27, 8 – 29, 27 – 24, 20 – 18, 26 – 22, 18 – 25, 32 – 27,
12 – 16, 27 – 24, 16 – 20, 24 – 19 wins.
173. 27 – 23, 30 – 19, 2 – 16, 19 – 30, 16 – 19 wins.
174. 13 – 9, 5 – 14, 27 – 24 and wins after 24 – 19.
175. 22 – 17, 11 – 29, 17 – 14, 9 – 27, 31 – 4 wins.
176. 19 – 16, 20 – 11, 23 – 18, 29 – 15, 21 – 17, 13 – 22, 31 – 26,
22 – 24, 28 – 1 wins.
177. 26 – 23, 32 – 18, 25 – 22, 18 – 25 (if 31 – 17, 13 – 15, 14 –
17, 29 – 25 wins), 29 – 22, 31 – 17, 13 – 22 wins.
178. 26 – 23, 19 – 17, 27 – 23, 14 – 27, 21 – 14, 27 – 9, 5 – 14
wins.
179. 19 – 15, 18 – 29, 15 – 10, 29 – 8, 10 – 7, 3 – 10, 12 – 3 wins.
180. 25 – 29, 5 – 11, 17 – 14 wins.
181. 9 – 6, 1 – 10, 23 – 19, 24 – 15, 17 – 13, 10 – 17, 13 – 22, 15 –
25, 29 – 22 wins
182. 21 – 17, 10 – 21, 13 – 9, 2 – 13, 31 – 26, 13 – 31, 30 – 25, 21
– 30, 32 – 27, 31 – 24, 28 – 19, 30 – 16, 20 – 2 wins.

²⁶ Duplicate of 164

183. 26 – 31, 24 – 28 (if 20 – 2, 31 – 20, 2 – 6, 32 – 28, 6 – 9, 28 – 6, 9 – 2, 22 – 11 wins; if 24 – 27, 32 – 23, 20 – 7 or 2, 23 – 14 or 9 wins), 22 – 26, 20 – 2 (if 20 – 11 or 7, 31 – 24 wins), 31 – 20, 2 – 13, 26 – 31, 13 – 6 (if 13 – 2, 31 – 13 wins), 20 – 24, 28 – 19, 32 – 23 wins.
184. 31 – 17, 15 – 1, 14 – 10, 1 – 15, 17 – 7, 11 – 2, 20 – 27 wins.
185. 17 – 3, 8 – 12 (if 8 – 15 or elsewhere, 16 – 11 wins), 23 – 19, 4 – 8, 3 – 7, 8 – 11, 7 – 21, 11 – 20, 21 – 30, 12 – 23 or 26, 30 – 19 wins.
186. 10 – 6, 9 – 2, 14 – 10, 5 – 16, 12 – 19 wins.
187. 27 – 20, 16 – 19 (if 16 – 2, 21 – 7 wins; if 16 – 30, 3 – 12 wins), 20 – 16, 19 – 12, 21 – 30 wins.
188. 23 – 19, 24 – 8 or 25 (if 24 – 4 or 29, 22 – 29 or 11 – 4 wins), 22 – 4 or 11 – 29 wins.
189. 7 – 14, 20 – 31 (if 20 – 2, 14 – 9 wins), 14 – 5, 31 – 24 or 20, 5 – 27, 24 – 31, 17 – 13 wins.
190. 30 – 21, 17 – 13 or 31, 21 – 10 etc, wins.
191. 17 – 31, 2 – 13 (if 2 – 20, 23 – 12 followed by 12 – 16 wins), 10 – 15, 13 – 2, 23 – 9, 2 – 13, 15 – 22 wins.
192. 3 – 7, 31 – 27 (if 31 – 13, 19 – 6, 13 – 2, 11 – 20 wins), 19 – 24, 27 – 20, 7 – 2 wins.
193. 25 – 21, 7 – 2 (if 7 – 20, 21 – 14 wins), 21 – 14, 2 – 20 (if 2 – 6, 14 – 9 wins), 14 – 27, wins.
194. 6 – 13, 20 – 2 (if 18 – 24 or 16, 14 – 27 or 23 wins), 22 – 15, 2 – 20, 14 – 7, 20 – 2, 15 – 6 wins.
195. 25 – 30, 16 – 2, 30 – 16 wins.
196. 22 – 31, 13 – 2, 28 – 19, 2 – 13 (if 2 – 9, 31 – 27, 9 – 32, 1 – 5, 32 – 28, 5 – 1 wins; if 2 – 7 or 11, 19 – 16 wins), 19 – 15, 13 – 2, 31 – 20, 2 – 13, 1 – 6, 13 – 2, 15 – 11 wins.
197. 11 – 20, 31 – 13 (if 31 – 26, 25 – 30, 26 – 13 or 17, 30 – 26 wins; if 31 – 17, 25 – 21, 17 – 26 or 13, 21 – 30 or 20 – 2 wins as before), 20 – 31, 13 – 6 or 2, 18 – 9, 6 – 13, 25 – 22 wins.
198. After 22 – 15 black has four possibilities:
- A. 20 – 27, 26 – 23 wins.
- B. 20 – 31, 15 – 11 wins.

C. 20 – 7, 25 – 21, 7 – 20 (if 7 – 2, 26 – 13, 2 – 16 or 20, 21 – 7 wins), 21 – 14, 20 – 31 (if 20 – 2, 26 – 13 wins), 15 – 22, 31 – 24 or 20, 14 – 27 wins.

D. 20 – 2, 26 – 13 and now black has three possibilities:

1. 2 – 20, 13 – 2, 20 – 27 or 31, 15 – 24 wins.

2. 2 – 16, 25 – 30, 16 – 20 (if 16 – 7, 30 – 21, 7 – 16 or 20, 21 – 7 wins), 13 – 31, 20 – 7 or 2, 30 – 16 wins.

3. 2 – 7, 25 – 21, 7 – 20, 21 – 7 wins.

199. Four kings can always force a win against one king when a player can produce a position like either of these. If the black king occupies 4, 8, 11 or 15, then 21 – 25 and 13 – 22 wins. If the king is on 29, then 21 – 25 wins. If we place it on 19, then white plays 21 – 30 and will capture it in a few moves.

200. In this position white wins in two moves no matter where the black king is positioned.

201. 3 – 8, 4 takes (if 29 takes then 8 – 29 wins), 25 – 4 wins.

202. 1 – 5, 18 – 4 or 29, 5 – 18 wins.

203. 3 – 10, 24 – 7, 2 – 9, 28 – 32, 9 – 5, 32 – 28, 5 – 32 wins.

204. 19 – 24, 20 – 31 (if 20 – 27, 32 – 9 wins), 30 – 26, 31 – 22, 32 – 9 wins.

205. 12 – 26, 20 – 2 (if 20 – 7, 26 – 12 wins), 31 – 20, 13 – 6 (if 2 – 6, 26 – 12 wins), 20 – 16, 2 – 20, 26 – 16 wins.

Or 12 – 26, 13 – 2 (if 13 – 9, 26 – 16 wins), 26 – 23, 2 – 13 (if 2 – 6, 23 – 16 wins; if 20 – 7, 23 – 9 wins), 23 – 27, 13 – 26, 31 – 13, 20 – 30, 29 – 22 wins.

Actual Games

Game I

Dr. S. Freund²⁷

E. Dubois

22 – 18

11 – 15

18 – 11

8 – 15

25 – 22

4 – 8

29 – 25

8 – 11

24 – 20

15 – 19

23 – 16

12 – 19

27 – 23

11 – 16

20 – 11

7 – 16

22 – 18

3 – 8

25 – 22

Disadvantageous is 18 – 14 because of 16 – 20

16 – 20

23 – 16

20 – 11

28 – 24

10 – 15

24 – 20

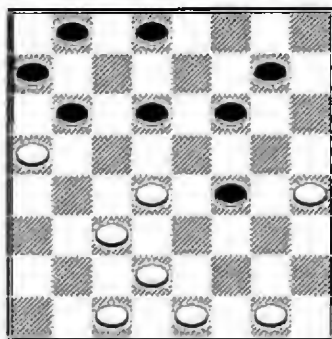
15 – 19 (20 – 16 is a

threat)

21 – 17

6 – 10

17 – 13



²⁷ A near anagram for Dufresne

9 – 14

In another game between these two players, black played:

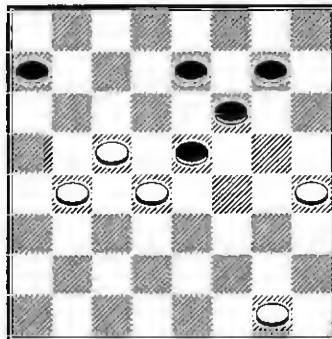
13 – 6	10 – 14
31 – 27	14 – 23
27 – 18	1 – 10
30 – 25	2 – 7
18 – 9	10 – 14 (18 – 15 is a threat)
25 – 21	5 – 14
22 – 17	11 – 15
17 – 13	14 – 18
26 – 22	18 – 23
22 – 24	15 – 18
	23 – 26

Drawn

18 – 9	5 – 14
30 – 25	14 – 17
25 – 21	10 – 14

2 - 7 is certainly better

13 – 9	14 – 5
21 – 14	1 – 6
22 – 18	2 – 7
26 – 23	19 – 26
31 – 22	6 – 10
22 – 17	10 – 15



20 – 16

This unexpected move saves an otherwise lost game

	15 – 13
16 – 12	11 – 16
12 – 10	5 – 9
14 – 5	13 – 17
10 – 7	17 – 22
7 – 3	22 – 26
5 – 1	26 – 31
3 – 10	31 – 22

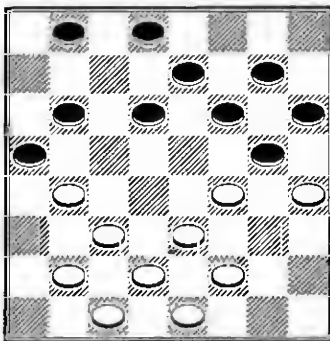
Drawn

Game II

Dr. S. Freund

Major v. D.

22 – 18	11 – 15
18 – 11	7 – 16
24 – 20	8 – 11
25 – 22	4 – 8
29 – 25	10 – 15
27 – 24	9 – 13
21 – 17	5 – 9
32 – 27	3 – 7
24 – 19	15 – 24
28 – 19	6 – 10



17 – 14

If 19 – 15, 10 – 19, 17 – 14, 9 – 18, 23 – 24 with little appreciable advantage.

9 – 18

If 10 – 17 then 19 – 15 follows.

22 – 6

1 – 10 (best)

25 – 22

10 – 14

If 2 – 6, 22 – 18 wins, because 18 – 15 cannot be prevented.

22 – 17

14 – 21 (best)

19 – 15

11 – 18

20 – 4 wins

Game III

G. Schneider of Vienna

I. Ulbing

24 – 20

11 – 16

20 – 11

7 – 16

27 – 24

9 – 13

22 – 17

13 – 22

26 – 17

16 – 20

23 – 19

20 – 27

32 – 23

6 – 9

28 – 24

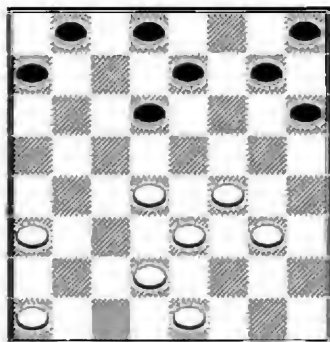
9 – 13

30 – 26

13 – 22

25 – 18

3 – 7



18 – 14	10 – 17
21 – 14	2 – 6
29 – 25	6 – 9
23 – 18	1 – 6
24 – 20	6 – 10
25 – 21	

25 – 22 wins immediately

	10 – 17
21 – 14	7 – 11
19 – 15	12 – 16
14 – 10	8 – 12
15 – 8	4 – 11
10 – 7	11 – 2
20 – 11 wins	

Notes

John Reade provided a scanned copy of Dufresne's *Lehrbuch des Damespiels*. The copy was signed by Dufresne with the inscription "To my cousin Gustave Dufresne I dedicate this little book with best wishes – November 22, 1885, Berlin".

The translation, and all errors, are my responsibility. The typeface is Microsoft's Times New Roman and the diagrams are Alpine Electronics Edinburgh font.

Dufresne was a fairly strong chess player, barely remembered today as the loser of the "Evergreen game", a pretty Evans Gambit, Adolf Anderssen playing white.

Berlin 1852

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b5 Bxb5 5. c3 Ba5 6. d4 exd4 7. O-O d3 8. Qb3 Qf6 9. e5 Qg6 10. Re1 Nge7 11. Ba3 b5 12. Qxb5 Rb8 13. Qa4 Bb6 14. Nbd2 Bb7 15. Ne4 Qf5 16. Bxd3 Qh5 17. Nf6+ gxf6 18. exf6 Rg8 19. Rad1 Qxf3 20. Rxe7+ Nxe7 21. Qxd7+ Kxd7 22. Bf5+ Ke8 23. Bd7+ Kf8 24. Bxe7 #

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